ZIFF DAVIS a SOFTBANK company

Codes • Tips • Strategies

PlayStation • N64 • Game Boy Color

EXPERT GAMER™

WCW Nitro

Clean Wins and Cheap Shots to Bring Home the Belt! Plus Finishing Moves for all 64 Wrestlers!

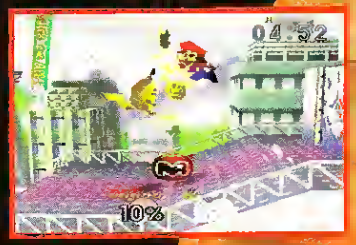
200 Games 2000 TRICKS!

STREET FIGHTER ALPHA 3



Combos & Tactics for All 34 Street Fighters!

SUPER SMASH BROTHERS



Fighting Strategies for all 12 Characters.

ALSO FEATURED Need for Speed IV • Triple Play 2000 All-Star Baseball 2000 • Goemon • Gex 3

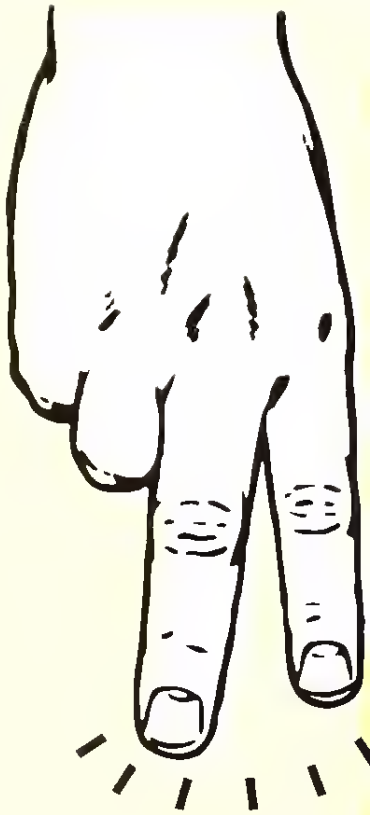
May 1999
$4.99/$6.50 Canada
05>
0 14024 06964 6
Formerly EGM²

fig. 1



Fastball

fig. 2



Welcome to

Ken Griffey Jr.'s

SLUGFEST™

Junior's on fire, as usual. And now you can join him in the season's newest game, Ken Griffey Jr.'s ***SLUGFEST.***™ It's inning after inning of slick-fielding, power-hitting action. Play as your favorite team, pick your favorite players or create your own player. With updated stats, teams and stadiums, it's a game so real, you may think you've died and gone to Cooperstown.

MAJOR LEAGUE BASEBALL TRADEMARKS AND COPYRIGHTS ARE USED WITH PERMISSION OF MAJOR LEAGUE BASEBALL PROPERTIES, INC
© MLBPA OFFICIAL LICENSEE MAJOR LEAGUE BASEBALL PLAYERS ASSOCIATION
©1999 Nintendo ™ ®, the "N" Sports Logo are trademarks of Nintendo of America Inc

fig. 3



Curve

Griffey



fig. a) WHAM!



fig. b) CRACK!



fig. c) SLIDE!



fig. d) SLAM!

www.nintendo.com
www.majorleaguebaseball.com
www.bigleaguers.com

EXPERT GAMER

May, 1999

Number 59

INSIDE XG

Howard Grossman
Editor in Chief

E-MAIL XG@zd.com

Don't Call it a Comeback! Fighters May be Down But Not Out

Just when you thought fighters were down for the count, the genre is coming back in full force. For years after the release of Street Fighter, fighting games dominated the console sales charts. As companies rushed to make the next Mega/Clay/MK Fighter 5, gamers eventually lost interest in a market flooded with lesser titles. The shakeout left only the best titles unscathed. This month's *XG* features three great games (**SFA3**, **WCW Nitro** and **Super Smash Bros.**) that recapture the competitive spirit and multiplayer action of fighters past.

XG's Stats

Feats of strength
Ben Durbin eats two and a half pounds of pasta in an hour (to settle a bet).

Classy move
Sony's announcement for the next-generation PS

Loo-Ni plague
Flesh-eating strep virus or toxic shock (pick one)

Congrats
Two counts of shoot-out for the "married with children" Scott Parus

Can you dig it?
My baby does the hanky panky...

Master FAQ writer (SFA3)
Pat Dolan

Deathmatch
PS2 vs. Dreamcast

Funny Web site
hamsterdance.com

XG quote of the month
we've removed the truth to add more fun

Old but not out
Hugo and SFA3

WCW goes mainstream
As blaze appears in *Playboy*





Andy's been fearlessly hacking away at **Gex 3**. The game's been driving him crazy, as he has to find more than 100 secrets. (**Gex 3** is a lot bigger than its predecessor.) To rest and keep his sanity he's been playing **Smash Brothers** against the other editors with varied success. Outside of work, **Final Fantasy VIII** has taken up most of his free time. Who knows, maybe he'll even share some of his **FFVIII** secrets with all you import junkies...



Jim got his racing thrills this month after spending hours behind the wheel of **Need for Speed IV: High Stakes**. While he admits that it's no **Gran Tursimo** killer, it does have a certain "addicting quality" that's worth driving into. Our GT champ pulled many late-night runs to turn out a killer eight-page blowout for every track, car and secret in full detail. What's even scarier, though, is that we've heard him making some wacky car noises as he walks to the break room...Vroooooom! Vrrrrrr! Bzzzzzzzz...

Also this month, Pat Dolan (freelancer extraordinaire) helped produce one of the most comprehensive **Street Fighter Alpha 3** guides anywhere.



Scott has become a big pain in the butt for the *XG* staff. Every time the other editors get into a groove and try to get some work done, they get lured over by the draw of **Super Smash Bros.**'s multiplayer competition. Every editor on the staff agrees this is a great and deep multiplayer title. According to Scott, the **Smash Bros.** experience will be a serious addition to the N64 multiplayer library (move over **Mario Party** and **GoldenEye**). Now we just have to find a way to have a fair game when someone uses the secret (cheap) character Ness...



The daring Ben Durbin built up a huge appetite while grappling with his new wrestling assignment, **WCW Nitro 64**. After feeding you all 64 wrestlers and a complete moves list, he satisfied his hunger (and won a bet with Jim) by downing a two-and-a-half-pound plate of spaghetti! The pasta didn't slow him down around the office, however, as he jumped from the ring to side-scroller action to pin down a sweet eight-page **Goemon** strategy.

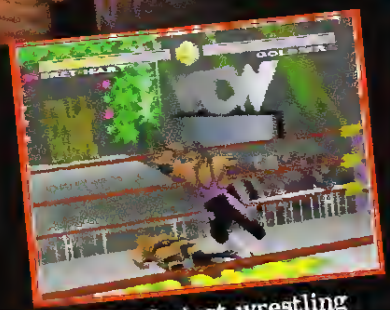
group publisher — Dale Strang
editorial director — J.E. Funk
editor in chief — Howard Grossman
managing editor — Dan Leahy
associate editors — Andrew Baran • Scott Augustyn • Benjamin Durbin • Jim Mazurek
contributing editors — Pat Dolan • Nelson Taruc • Dave Malec
tricks editor — Terry Minnich
online editor — Chris Johnston
west coast editor — Wataru Maruyama
senior copy editor — Jo-El M. Damen
copy editors — Jennifer Whitesides • Gary Steinman
creative director — Michael Stassus
senior art director — Mike Vallas
layout and design — Tim Davis • Carey Wise
Tokyo Bureau
Mixx Entertainment
CEO and bureau chief — Stuart Levy
producer — Matthew Galgani
editorial manager — Kiyomi Fukuyama
Japanese correspondent — Yutaka Ohbuchi
production director — Marc Camron
production manager — Paul Ojeda
prepress manager — Dave McCracken
production assistant — Chris Melody
project leader — Mark LeFebvre
analyst — Scott Parus
circulation director — Joan McInerney
associate circulation director — Shirley Viel
newsstand sales manager — Don Galen
circulation coordinator — Ann-Marie Mrozynski
subscription service number — 303-665-8930
subscription service Web site — http://subscribe.expertgamer.com/service
business director — Cathy Bendoff
corporate counsel — Robert Kabat
advertising inquiries contact: — ZD Video Game Group, 50 Beale Street, 12th Floor, San Francisco, CA 94105, Telephone: (415) 547-8000, Fax (415) 547-8777
vice president/game group — Jonathan Lane
Senior Account Executive — Marc Callison • marc_callison@zd.com, Telephone: (630) 382-9034
Regional Sales Manager, Northwest — Jon Yoffie • jon_yoffie@zd.com, Telephone: (415) 547-8773
District Sales Manager, Southwest — Karen Landon • karen_landon@zd.com, Telephone: (760) 942-6277
District Sales Manager, Midwest and East Coast — Anthony George • anthony_george@zd.com, Telephone (415) 547 8774
Marketing Manager — Susan Carroll
Send Advertising Materials: Advertising Coordinator — Mike Darling, P.O. Box 3338, Oak Brook, IL 60522-3338
Founder — Steve Harris

Expert Gamer (ISSN#1099-9333) is published monthly by ZD Inc., P.O. Box 3338, Oak Brook, IL 60522-3338. Periodicals Postage Paid at Lombard, IL and additional mailing offices. Single issue rates: $4.99. The one-year (12 issue) subscription rate is $24.97 in the U.S. and $40.97 outside the U.S. Checks must be made payable in U.S. currency only to Expert Gamer. POSTMASTER: Send address changes to Expert Gamer, P.O. Box 55871, Boulder, CO 80322-5571. For subscription service questions, call (303) 665-8930 (U.S. only) and (303) 604-7445 (outside the U.S.) or visit us at our subscription Web site at http://subscribe.expertgamer.com/service. We periodically make lists of our customers available to mailers of goods and services that may interest you. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Please include your subscription label when writing to us. It contains valuable information about your subscription that will help us. Please allow 6-8 weeks before receiving your first issue as well as for any subscription changes to take place on any existing subscription. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of ZD Inc. © 1999 ZD Inc. All Rights Reserved. Expert Gamer is a trademark of ZD Inc. TM and ® for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 14043 9720 RT.
Printed in the USA.

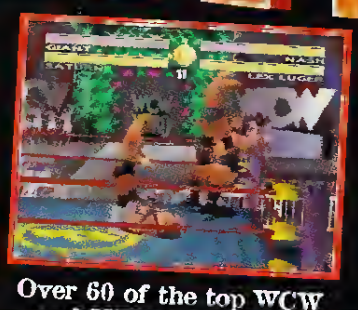
Audit Bureau of Circulations

Lightning-fast arcade-style action!

WCW NITRO™



The fastest wrestling game available!



Over 60 of the top WCW and NWO superstars!



All your favorite signature moves, finishing moves, and taunts!

EVERYONE E CONTENT RATED BY ESRB

THQ™

WCW Nitro © 1998 World Championship Wrestling, Inc. A Time Warner Company. All rights reserved. WCW™ and NWO™ are trademarks of World Championship Wrestling, Inc. All characters depicted are trademarks of or used under License to World Championship Wrestling, Inc. All rights reserved. THQ TM 1998 THQ INC.

WINDOWS '95

SPORTS

Need help on older games?

Order any back issue of *EGM²* or *Expert Gamer*!

Issue #47-$6.00 — **May '98**



Tekken 3
SaGa Frontier
Breath of Fire III
1080° Snowboarding
Ehrgeiz
MLB 98
Need For Speed III
Pitfall 3D
Dead or Alive

Issue #48-$6.00 — **June '98**



Banjo-Kazooie
Gran Turismo
Tekken 3
Quest 64
Panzer Dragoon Saga
Theme Hospital
House of the Dead
Mega Man Legends
Deathtrap Dungeon

Issue #49-$6.00 — **July '98**



Mortal Kombat 4
Gran Turismo
Azure Dreams
Granstream Saga
Tekken 3
Ken Griffey Baseball
Forsaken
Wetrix
World Cup 98

Issue #50-$6.00 — **August '98**



Banjo-Kazooie
Vigilante 8
Mission: Impossible
Tomba!
Road Rash 3D
Pocket Fighter
NFL Extreme
Thunder Force V
Burning Rangers

Issue #51-$6.00 — **September '98**



Mega Man Legends
Heart of Darkness
C&C: Retaliation
Gex 64
Kartia
Gauntlet: Legends
Banjo-Kazooie
Parasite Eve
F-Zero X

Issue #52-$6.00 — **October '98**



Parasite Eve
Spyro the Dragon
Future Cop L.A.P.D.
Kagero: Deception II
G-Darius
Street Fighter EX 2
Devil Dice
Roll Away
Blitz

Issue #53-$6.00 — **November '98**



Metal Gear Solid
WWF War Zone
WCW/nWo Revenge
Rogue Trip
Rival Schools
Colony Wars: Vengeance
Resident Evil 2: DS
Flying Dragons
SF Alpha 3

Issue #54-$7.00 — **December '98**



Zelda 64
Turok 2
MediEvil
Xenogears
Silicon Valley
Soul Calibur
Ninja
Tenchu
Madden 99

Issue #55-$7.00 — **January '99**



Tomb Raider III
Brave Fencer Musashi
Crash Bash
WARPED
Twisted Metal III
Abe's Exoddus
Turok 2
Zelda 64
South Park
DarkStalkers 3

Issue #56-$6.00 — **February '99**



Rogue Squadron
South Park
Zelda 64
Tomb Raider III
WCW Thunder
Dead in the Water
Turok 2
Extreme-G 2
Nectaris

Issue #57-$6.00 — **March '99**



Silent Hill
Syphon Filter
Castlevania 64
Marvel SH vs. SF
Civilization 2
Akuji the Heartless
Snowboard Kids 2
Contender
March Madness 99

Issue #58-$6.00 — **April '99**



Mario Party
Vigilante 8
Legacy of Legaia
Guardian's Crusade
Shadow Madness
Pokémon
Shadowgate
T'ai Fu
In the Zone '99

Issues not listed are also available!

Checks/money orders should be made out to: ZD Inc. Sorry, cash and credit cards are not accepted. U.S. funds only! Remember to add postage and handling of $2 for each magazine you purchase ($3 Canada and Mexico, $5 foreign). Prices and availability subject to change without notice. Thanks for your interest!

Please send check or money order to:

ZD Inc.
Back Issues
P.O. Box 3338
Oak Brook, IL 60522-3338

EXPERT GAMER

ZD INC.
CHAIRMAN AND CEO Eric Hippeau

Vice President and Chief Financial Officer	Timothy O'Brien
Chief Internet Strategist	Claude P. Sheer
President, ZD Market Intelligence	Bob Brown
President, ZD Events	Jason Chudnofsky
President, ZD Brand and Market Services	Terri Holbrooke
President, ZD Publishing	Michael S. Perlis
President, ZD Internet Productions	Dan Rosensweig
President, ZD Education	William Rosenthal
President, ZD Television	Larry W. Wangberg
Executive Vice President, International	Aymar de Lencquesaing
Senior Vice President, Human Resources	Rayna Brown
Senior Vice President, General Counsel and Secretary	J. Malcom Morris
Senior Vice President, Planning and Development	Daryl R. Otte
Senior Vice President, Communications	Charlotte Rush
Vice President, Corporate Real Estate and Facilities	Marylou Berk
Vice President, Information Services	Steve Gladyszewski
Vice President, Controller	Mark Moyer
Vice President, Human Resources Operations	Tracy Nadi
Vice President, Treasurar	Thomas L. Wright
Corporate Sales Executive Vice President	Joe Gillespie
Vice President, Marketing	Michael Perkowski
Executive Director	Jeff Bruce
Executive Director	Scott Murphy
Executive Director	Rita Burke
ZD Brand & Market Services	
Senior Vice President, Communications	Charlotte Rush
Vice President, Brand Marketing	Brooke Correll
Vice President, Corporate Research	Elda Vale

ZD PUBLISHING

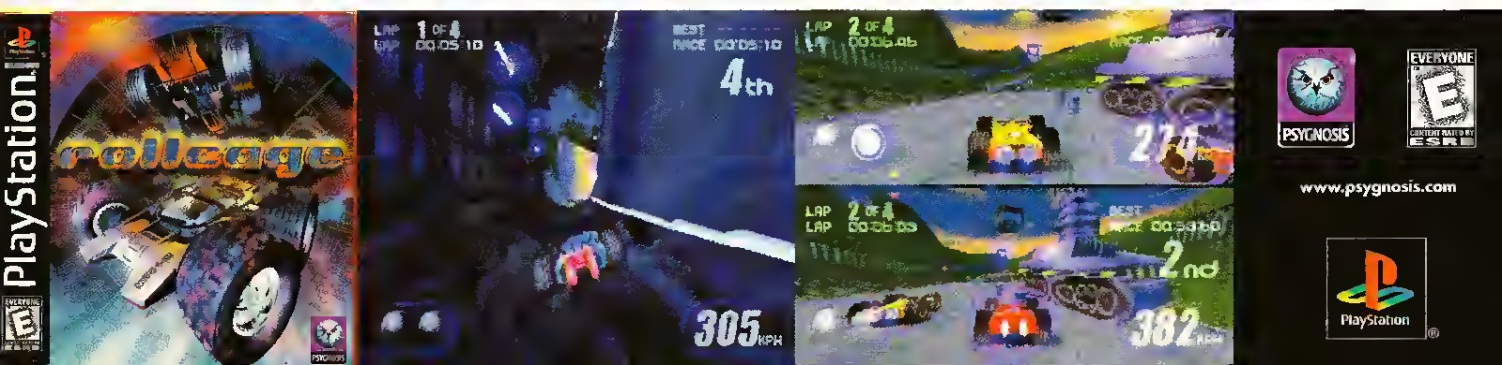
President	Michael S. Perlis
Executive Vice President	Chris Dobbrow
Executive Vice President	Jack Dolce
Executive Vice President	Al DiGuido
Executive Vice President	Thomas McGrade
Executive Vice President	Michael J. Miller
Executive Vica President	Jim Spanfeller
Senior Vice President	Nancy Newman
Vice President	John Dodge
Vice President	Roger Herrmann
Vice President	Jonathan Lane
Vice President	Peter Longo
Vice President	Eric Lundquist
Vica President	Bill Machrone
Vice President	Jim Manning
Vice President	Charles Mast
Vice President	Paul Somerson
Vice President	Mark Van Name
Director, Benchmark Operations	Eric Hale
Director, ZD Labs	Lauren Black
Director, ZD Testing and Analysis Group	Bill Catchings
Director of Public Relations	Glyanis Wooldridge

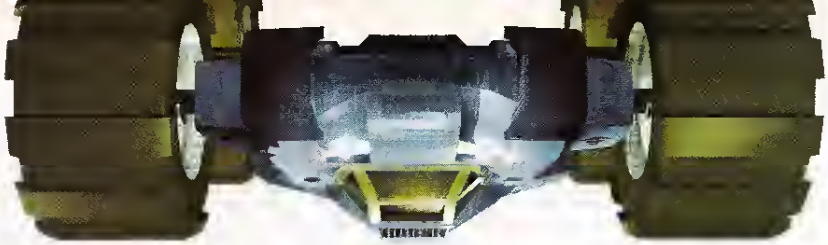
Ziff-Davis,
A SOFTBANK Compan



©1999 The Coca-Cola Company. "Cherry Coke" and "Time Tremors" are trademarks of The Coca-Cola Company.
©1999 MTV Networks All Rights Reserved. MTV Music Television is a trademark of MTV Networks.

Driving on the ground is so 90's.





rollcage™

Break every law. Including gravity.

Drive any of 6 indestructible vehicles anywhere and everywhere, from the sides of walls to the roofs of tunnels

Blast away at the scenery with 8 innovative weapons to slow down your opponents.

Race through 20 different tracks spread over 4 distinct environments.

2-player split-screen, head-to-head racing action with 4 specially designed tracks.

Intense "Big Beat" DJ soundtrack, featuring songs from Fatboy Slim, EZ Rollers, Aphrodite and more!



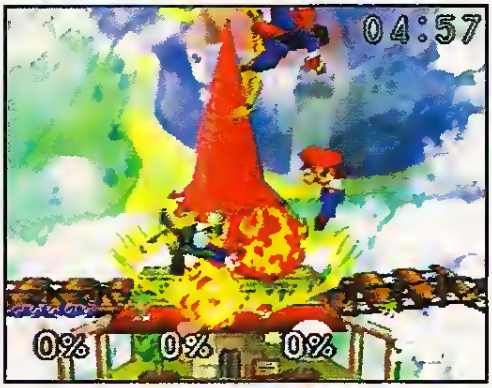


EXPERT'S CHOICE

44

Super Smash Bros.

The 14-page Super Smash Bros. guide shows how to unlock the secrets, gives general tactics on the one- and two-player games and contains tips on the bonus games.



DEPARTMENTS

4 | **Editorial** The heydays of the fighting game genre have finally returned.

12 | **Gamers' Forum** The negative side to strategy guides: Do they cause gamers to cheat?

104 | **Game Over** Have you seen the endings of Silent Hill? *XG* uncovers all five.

106 | **Coming Soon** Preview what will be in the June issues of *Expert Gamer*, *EGM* and *OPM*.

TRICKS OF THE TRADE

Secrets, tricks and codes for today's hottest game systems

20 | **16 New Games This Month** Syphon Filter, NBA Jam '99, S.C.A.R.S., Turok 2, Vigilante 8, WCW Nitro, Akuji: The Heartless, Eliminator, Marvel Super Heroes vs. Street Fighter, NHL 99, O.D.T., Rally Cross 2, Spyro the Dragon and many more!

FEATURE STRATEGIES

Everything you need to know to be on Expert Gamer!



58

WCW Nitro Shows all 64 wrestlers and their moves plus secret moves are provided.



70

SF Alpha 3 Provides a comprehensive guide on all characters, secrets given and modes explained.



84

Need For Speed IV Cool 3D-rendered maps contain shortcuts and tips on how to handle curves.



92

Gex 3 All paws, level remotes, Bonus Coins and bonus games are revealed.



QUICK HITS

Quick tips to get you through life's toughest gomes

Triple Play 2000 How to handle the All-Star difficulty plus how to break the HR records. **38**

All-Star Baseball 2000 Batting, pitching and fielding tips provided, plus how to master All-Star difficulty. **40**

Goemon Character tips, dealing with Bosses plus general strategy are in this Quick Hit. **42**

GAME INDEX

Akuji: The Heartless	28	NBA Jam '99	21	Street Fighter Alpha 3	70 83		
All-Star Baseball 2000	40-41	Need For Speed IV	84 91	Super Smash Bros	44-57		
Eliminator	29	NHL 99	31	Syphon Filter	20		
Gex 3	92-103	O.D.T.	32	T'ai Fu	35		
Goemon	42-43	Rally Cross 2	33	Triple Play 2000	38-39		
Marvels SH vs SF	30	S.C.A.R.S	22	Turok 2 SoE	23		
Men In Black	36	Silent Hill	104	Vigilante 8	25		
Montezuma's Return	37	Spyro	34	WCW Nitro	26, 58-66		

TOPGEAR POCKET

Includes New Rumble Feature

FEEL the EXCITEMENT!







ONLY ON

GAME BOY COLOR



Coming this spring for GAME BOY COLOR









EXCLUSIVELY DISTRIBUTED BY:

VATICAL™ ENTERTAINMENT

www.vatical.com

©1999 VATICAL ENTERTAINMENT, ALL RIGHTS RESERVED
LICENSED BY NINTENDO, NINTENDO, THE OFFICIAL SEAL, GAMEBOY and GAMEBOY COLOR ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1996 NINTENOO OF AMERICA INC. ©1999 KEMCO, TopGear Pocket and Spy vs Spy are registered trademarks of KEMCO, ©1999 Zebco Fishing is a registered trademark of Zebco

GAMERS' FORUM



Letters to the Gaming Goddess

Questions, comments or gripes?

Write:

Gamers' Forum
P.O. Box 3338
Oak Brook, IL 60522-3338

or e-mail:
xg@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name or address printed, please tell us so, however please include your phone number and mailing address for Letters of the Month contest consideration.

Winners!

• Here are the winners of *XG* #57 Game Over Contest:

1. Andy La8ombard Ruskin, Fla.
2. George Ruskins Friendswood, Texas
3. Peter Young Nashville, Tenn.

• The answer to *XG* #58 Game Over Contest is:
Zelda: Link to the Past (Super NES)

Update!

In Silent Hill, to solve the Zodiac Puzzle the numbers are 6, 4, 8. Our guide was done on a preproduction copy and this puzzle changed in the final version. We apologize for any inconvenience.

Channel what?

Dear Gaming Goddess,

Well, I've finished Silent Hill with the worst and the best endings. My problem is this: What on earth is the Channeling Stone for? I used it on the roof at the school and just outside the hospital before the moth fight, but both times I just got some crazy light in the sky. When I used it atop the lighthouse a bunch of lights appeared. I tried but could not use it on the last Boss.

What's the deal? Did I miss using it somewhere? Does more story appear? And what is needed to get the best rating at the end? Help!

Deren Dohoda • via the Net

Use the Channeling Stone at these locations: roof of the school; in front of hospital doors, before you meet flying Boss; in front of the rooms at Norman's Motel; boat; top of Lighthouse. You will get a special UFO ending by using it, and if you save to make a "Next Fear" game, the Hyper Blaster will appear in your item list.

C4 explanations

Dear Gaming Goddess,

I am having trouble with Level 2 in Syphon Filter. In issue #57, it doesn't explain where and how to plant the C4 explosive. Please help me.

Chris Dunham • Lawton, Ok.

The C4 explosive needs to be planted on the steel bars at the north end of the subway. Once you get close to the area, equip the C4 and a small cinema will take place.

Alternate characters

Dear Gaming Goddess,

Is there any way I can play as Cornell (the werewolf) or Colla (the guy with the chainsaw) in Castlevania 64?

Rob Alugbuo • via the Net

As of press time there isn't a way to play as either of those characters.



It can be tempting to cheat, especially when strategy books come out even before the game has hit the stores.

LETTER OF THE MONTH

Timing is Everything

Play on your own, then reach for help...

Dear Gaming Goddess,

I have a complaint about the timing of strategy guides. I know when I first get a game I'd love to try to go straight through it as much as I can. And if I seriously can't get any further, then I'll finally open a strategy guide. Personally, I like a game that can take me a long time to beat, not just something I can look at and go straight through it. I enjoy trying to go through the game to find as many secrets as I can on my own. However, it seems the guide books are released at the same time as the games. About one month ago, I bought Zelda. Right after I received the game, the salespeople in the store were trying to sell me a strategy guide before I even took a look at the game. I know your magazine is basically about helping people with games, but I just think people should try to play the game first before opening up a guide. I know this is just me, but there's got to be someone out there who feels the same way. Basically, all I'm trying to say is that people should give the game a chance before going straight into a strategy guide.

Teon Jarrad Horsey
Colorado Springs, Co.

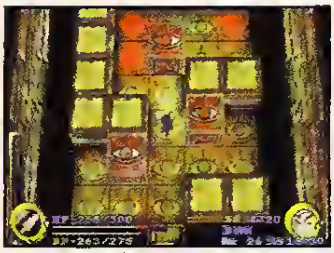


Teon won an InterAct Controller for the N64, PlayStation or Saturn!

We couldn't agree with you more! The fact is we encourage gamers to go through as much of the game as they possible can. We try to time each issue to come out when the game is released (usually slightly after) to help those who have already gotten stuck. Yet, there are many strategy books that are released before the game is even out. The only logic behind this approach is to be the first information people see about the game.

Many people do like to go through their games with very little to no help. However, a lot of gamers like to have a handy resource (like a dictionary) just in case. Our goal, of course, is to help players through games and to improve their skill. We don't encourage players to peek before they try. We are a resource to support gamers, if and most likely, when they need us!

LETTER OF THE MONTH Contest Rules: 1. No Purchase Necessary. To enter, send your letter to: "Gamers' Forum" P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at xg@zd.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, misdirected, late, illegible, incomplete, postage due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec. 2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Shark Pad Pro for N64, One (1) Program Pad for the PlayStation, or One (1) Eclipse Pad for the Saturn. Grand prize has an approximate retail value of $29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (a) Originality (50%), and (b) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES: SEND A SELF ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338. 3. Eligibility: Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners, at their legal guardians, shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes. 4. Winners List: For a list of winners, send a stamped, self addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on sale date. 5. Sponsors: This contest is sponsored by ZD Inc. and InterAct Accessories Inc. ©1999 ZD Inc. All rights reserved. Printed in USA.



Next path decision

Daar Geming Goddess,

I am stuck in Brave Fencer Musashi. In the Restaurant Basement, I bowled a strike. I went through the doors and got the guy. I also knocked over a wall to the left in the same room and obtained the chest. I then left and went up, but I don't know what to do next. Please help!

Tam Bagaf • Cincinnati, Ohio

Your next step is the teleporter puzzle. The route to take is right, left, left. This route will take you to the end crystal and allow you to continue. Don't forget to check out the complete Brave Fencer Musashi guide in *Expert Gamer* #54.

Moon and Cup

Deer Gaming Goddess,

I have a couple questions regarding MediEvil. First, where is the Moon rune in the Time Device Stage? Second, how do you get the Cup in the same stage? I've killed everything and I still can't find it.

Kyle Molino • Corthrey, Mo.

It sounds like you haven't ridden the train yet. You should be able to pick up the green and red runes in the outer area of the Time Device, and these will get you past the doors blocking the train. Point the train in the direction you want to go (by pushing on the bar that sticks out over the floor) then just jump on the seat to ride. You will find the blue (Moon) rune at the end of one of the tracks, along with enough enemies to bring you up to 100 percent and get you the Cup.

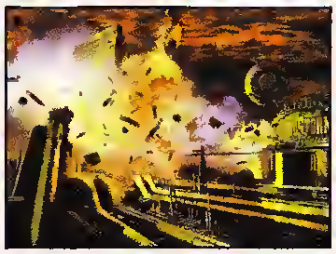
Three endings?

Dear Gaming Goddess,

I just got a code to show all the movies in Oddworld: Abe's Exoddus. It was great, but in one of your magazines, it said there were three endings but I only got two. Is there another code I need to see the third ending?

Dione Stine • via the Net

Here's how to get tha endings for Abe's Exoddus: To get Ending #1, sava 150 Mudokons or less; to get Ending #2, save 151-299 Mudokons and to get Ending #3, save all 300 Mudokons. *XG* #55 has the Abe's Exoddus guide pointing out all Mudokons' locations and hidden secrets!



Beat the bird

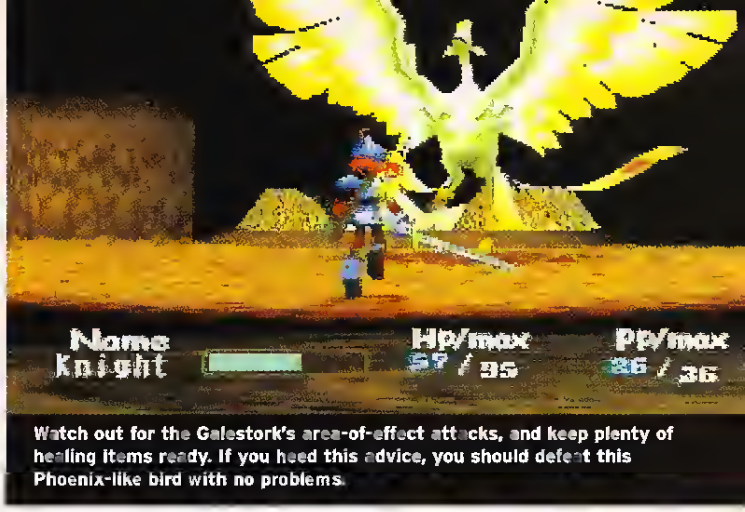
Deer Gaming Goddess,

I just got a new game called Guardian's Crusade and have just gotten to the part where I have to beat the huge bird in order to get Baby back. I have tried paralyzing the bird but all my paralyzing items have missed. Any tips on this foe would be greatly appreciated. Thank you in advance!

Coconut Monkey • via the Net

The bird you are referring to is called the Galestork. The Galestork will be immune to those low-level magic items. Just make sure to stock up with lots of candy bars (for healing) before you go into the cave. Keep yourself and Baby healed up and keep pounding on it. Make sure you are at a high enough level to tackle it by leveling up inside the cave until all the monster encounters run from you.

For more beest strategies, *Expert Gamer* #58 has tha complete Guardian's Crusade guide!



Watch out for the Galestork's area-of-effect attacks, and keep plenty of healing items ready. If you heed this advice, you should defeat this Phoenix-like bird with no problems.

M-79 exists!

Deer Gaming Goddess,

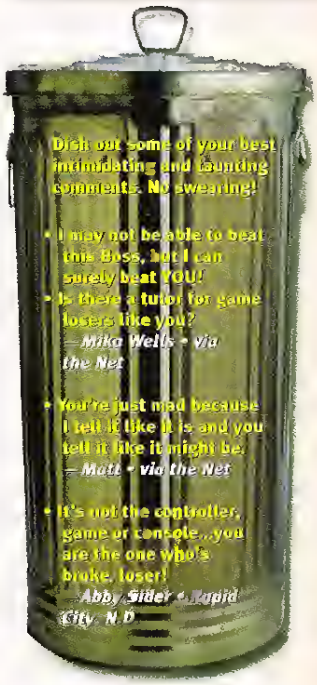
I was reading your Syphon Filter guide in *XG* #57 and I noticed a mistake. On the quick reference weapon chart, it reads that in Level 1 you can find an M-79 Grenade Launcher.

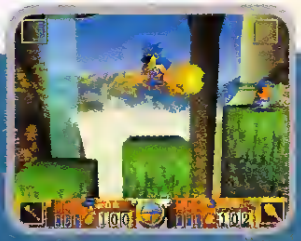
I stayed up all night frantically searching Georgia Street. All I could find was an M-16, a shotgun, grenades, a sniper rifle and a few Flak Jackets. Can you please help me out?

Ben Craven • Lake Stevens, Wash.

Actually, there is an M-79 in the first level, but you won't find it until you get to the underground subway system. Look on the second part of the Level 1 map for the location of the M-79.

Trash Talk



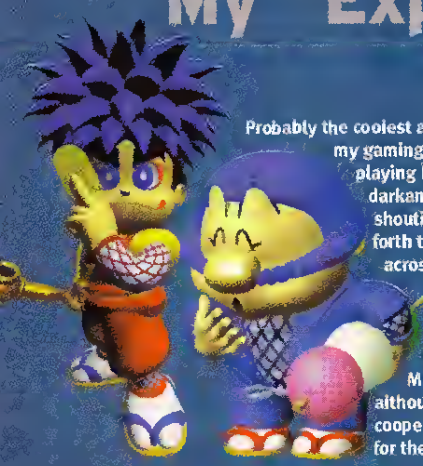


My "Expert" Opinion

Cooperative Gaming



Play to Win Advice
By Ben Durbin



Probably the coolest experience of my gaming career was playing Doom in a darkened room, shouting back and forth to my buddy across the hall as we blasted through the entire game in Cooperative Mode. And although immersive cooperative gaming for the PC is all but dead, a casualty of the Deathmatch mentality, the Nintendo 64 has recently revived this play style in several great games: Mario Party, Smash Brothers and Goemon's Great Adventure. Here are a few tips for making the most of your co-op experience:

Use the superhero/sidekick system. Instead of spreading the power-ups around and having two mediocre characters, concentrate on working one partner up to superhero status and keep the other guy around as an expendable sidekick—the door-opener, the trap-finder, the "rad shirt," if you will. Once you have a maxxed-out superhero you can start sliding a few power-ups to the other guy.

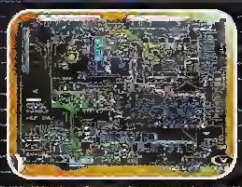
Keep the team alive. Probably the most important resources in co-op games are extra lives and continues. There's not a lot you can do about it if your partner keeps sucking lives/continues out of you, but you have to be willing to share to keep the team alive. Don't even start a cooperative game if you aren't willing to see it through to the end as a team. If one of you can't go on, reload or start over.

"A win for the team is win for the player." This is the golden rule of cooperative gaming. Put your cutthroat survival instincts on hold for a bit and consider the needs of the team. If your character is damaged beyond repair, find a way to go out in a blaze of glory. A well-timed suicide can achieve great goals for the team. (See my Smash Brothers sidebar on Donkey Kong for an example!)

Online News

Under the PS2's hood

Are you curious as to what the PlayStation 2 main board looks like? Videogames.com has the first pictures of the main board prototypes. And although the insides look a bit busy, one can only dream of what they can do...



Realistic skating experience

Tony Hawk Pro Skater is in development for the PS. Tony Hawk and other top-ranked skate pros will provide tips and their likenesses in this skateboarding game. Check out videogames.com for more info.





N64 Road Rash

Planned for a fall release, a Road Rash game will be on the N64, according to videogames.com. This version will contain extra characters and bikes, more weapons, more tracks and support four-player action.



Wrestling Mayhem

Videogames.com reported that Electronic Arts has announced its first WCW game. WCW Mayhem will contain more than 60 wrestlers with all their signature moves. The game should be released this fall for the PlayStation and the Nintendo 64.

Soul Calibur on Dreamcast

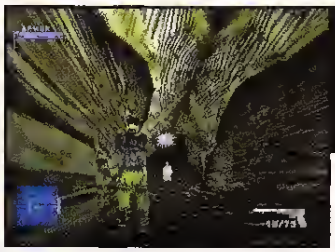
Namco will be bringing out its first Dreamcast title, Soul Calibur will be released later this year, as reported by videogames.com. The game will include new game modes, 10 characters plus improved graphics and animation. The company has not announced any additional titles as of yet.

Poké cinema?

Currently, Warner Bros. is trying to obtain the rights to the first Pokémon movie, *Mewtwo Strikes Back*, according to videogames.com. If they can, the movie could be released in theaters this fall.

Surf the Web in style on videogames.com, the best source of video game info on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!

VIDEOGAMES .COM



When following the scientist in Syphon Filter, don't trail him too closely. However, don't worry about him getting too far ahead of you either.

Follow that guy...

Dear Gaming Goddess,

In Syphon Filter, I'm getting really mad at the Stronghold Catacombs Level. I followed that scientist to what appears to be a door and HE WON'T OPEN IT!! I literally stood just around the corner for 20 minutes and he just stood there. I've done it so many times I found ways to get him to walk just about anywhere in that part of the level I want. It's interesting that his AI makes him walk places according to where you are, especially since he's oblivious to your presence.

Adam Ellis • Clifton, Va.

According to associate editor Jim Mazurek who wrote the Syphon Filter guide, the door is supposed to open right away. You'll hear a distinct "clunk!" sound when it does, meaning you can now run right up to the scientist and enter the room. Make sure you are following the correct guy, and if you are, your game might be glitching.

Boss made easier

Dear Gaming Goddess,

I have a tip on South Park on how to beat the evil clone Boss (Episode 2: A Clone of your Own). When you get to it, lead it between a tree and the three houses on the left from the view of just entering the area. It shouldn't be able to get out of the area and it can't do the Pound attack. So all you need to do is move in a bit then quickly move out. It'll shoot out its eye but won't hit you, so just smack it a couple of times with your Lighting Ball.

William N. • Owings Mills, Md.

Don't forget you need to hit the Boss' weak spot, its eye. The Boss isn't too difficult, but any helpful tips are needed on any game!



Being in two places

Dear Gaming Goddess,

On Mission 3 in Rogue Squadron, how do you guys manage to protect the shuttle ship and the Nonnah?

cloud strife • via the Net

Destroy the bombers first, because they will destroy the Nonnah if you don't. As for the TIE interceptors, use Concussion Missiles on them. Also, try not to get into a lengthy dogfight with them either. Remember, kills are crucial when trying to get the gold medal.



A thorough guide?

Dear Gaming Goddess,

When I got the issue with the Syphon Filter guide, I couldn't wait to get my blistered nubs on it. I was doing great until I came to the destroyed subway mission. Mr. Mazurek tells you almost everything you need to know, except how to get out! He skipped right over the escape route.

This was very frustrating, so much in fact that I went and spent $15 on a strategy book. I subscribe to your magazine so I wouldn't have to be spending 15 bucks. Anyway, I just wanted to make you guys aware of one very frustrating thing you can do to your readers. Skip over small things to you which could be big things to us.

The Mod Nubber • Albany, N.Y.

The last thing we at *XG* want is for a reader to be unhappy with one of our strategy guides. While you are right that Jim didn't specifically say where to go after turning off the gas valve, he took it for granted that you'd know how to run up the tunnel and exit the level which is all you need to do.

What Ifs

Send your "What Ifs" in and maybe they'll get published in our mag! Just think of the weirdest possible thing you can imagine and write it down! Easy enough!

...Ocelot used Hanson's music to torture Snake?
...Snake's SOCOM pistol had a little flag that popped out and said, "BANG!" on it?
...Metal Gear Rex malfunctioned due to the Y2K bug?
—Matthew Boros • via the Net

...there was a Celebrity Deathmatch game on the War Zone Engine? (Create-Your-Own-Celebrity?)
—Bennett Sims • via the Net
...Pokémon could capture humans and put them into little balls?
—Cyberwolf99 • via the Net



Although the gold-colored Nintendo 64 is lustrous to look at, there is no difference between it and its drabby gray-colored version.

Striking gold

Deer Geming Goddess,
A couple of my friends told me that there was going to be a gold Nintendo 64 coming out sometime in the next year. Is this true or is it just a rumor?

Justin Zingre • vio the Net

Unfortunetely, the Nintendo 64 Gold Edition won't be coming to the United States. This is a Jepanese Toys 'R' Us exclusive thet will only be evailable in very limited quantities even overseas. There really is no difference (I compare it to the Atomic Purple or Extreme Green controllers here in the Stetes) to the regular-colored console.

Ordering info

Deer Geming Goddess,
On page 143 of *Expert Gamer* #50 there is an advertisement for a "Pri-Fun Video Printer" I am interested in, but there are no means in which to order it from. If you could tell me where I can order this from, I'd appreciate it. I enjoy your magazine, and keep up the good work!

Gerold Holl • vio the Net

While we here at *Expert* Gomer have no experience with this product, it is still currently available for purchase. Tommo stocks it for $89.85, and you can order it directly from their Web site: www.tommo.com.

Shocking controller

Deer Geming Goddess,
In issue #56, there is a PlayStation controller called the Shockhammer • Thrustmaster in the Get in Gear section. I was wondering when this controller would be released and where I could buy it?

Jeff Mozer • Smithville, N.J.

This product is now evaileble at your local Electronics Boutique or Babbages.



Color turn to gray?

Deer Gaming Goddess,
I want to buy Link's Awakening DX for my brother, but he has an older black-and-white Game Boy. Will this color game work with the older Game Boy?

Aaron Scott • vio the Net

You can play Zelda on a Game Boy but some of the puzzles end the secret dungeon won't be opened. It's better to get the version for the older Game Boy.

Q & A...

Returning to Clock Tower

Deer Geming Goddess,
Will there be a sequel to Clock Tower? If so, when will it be released?

Raieel Guzmen • *Boyamón, P.R.*



Cloch Tower II: The Struggle Within sheuld be released sometime in April. Aithough the fear factor is still e large pert of the game, the sequel has e new twist...or sheuld we say spilt. The character suffers from split-personelity end you can play as hoth personelities.

Multiplayer RPG fun

Dear Geming Goddess,
I just wanted to comment on the article RPGs: The Untapped Multiplayer Genre (XG #57). My friend and I spent most of the summer of '98 playing Finel Fantasy VII. We elterneted constantly, giving each other certain tasks to accomplish. I don't think we would have hed nearly as much fun playing through the game on our own.

Anthony Gervaslo • *vio the Net*

Baywatch slaughter?

Deer Geming Goddess,
The guy portraying Harry Mason of Silent Hill on your March cover looks a lot like a very disturbed David Hesselhoff. I just thought you would like to know thet!

Steve Miller • *Brooklyn Center, MN*



Now that we iooh at the cover egain, he does sorta look like the *Baywatch* star. Well, see what happens when you stay out in the sun fer too long without wearing a hat er putting on sunscreen!

Letter Art

Where Creativity, Your Favorite Video Game And A Stamp Can Make You Immortal*



Nathan Pinzon • Wareham, Mass., wins an ASCII Specialized Control Pad for the Sony PlayStation.



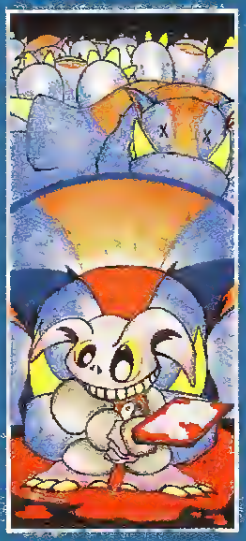
Joseph Morrison • Pooler, Ga.

Put your creative skills to the test by decking out a plain #10 envelope (or at least sized to fit a long business envelope) with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail at xg@zd.com. (Entries submitted on anything larger will be disqualified.) All entries become the property of ZD Inc. and will not be returned.

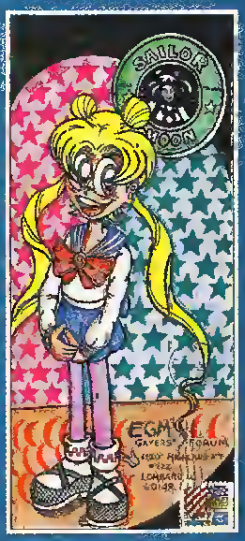
*Or at least get your in the magazine and win a controller from ASCII (FIRST PRIZE ONLY)



Leopold Nantel
Quebec, Canada



Francis Angeles
San Francisco, Calif.



Charles Kusiak
Macomb Twp., Miss.

Get In Gear

There are a lot of peripherals and third-party items flooding the market. While they are all innovative, most aren't very practical. *XG* takes a look at some of the best and most useful gear!

The Best Thing Since Memory Cards

DexDrive • InterAct • $39.99

■ **What It Does:** Allows you to archive your memory card information on a PC via a 9-pin connector, as opposed to using those reliable but expensive 15-block memory cards. There are two models, one for the PlayStation and one for the N64. InterAct states that there are no plans to release a Macintosh model.

■ **What We Like:** The software is easy to use and installed on our PC flawlessly. Once inside the program, using the familiar "drag- and-drop" system made it very easy to navigate your way around. The only drawback to this product is for people who don't have PCs, obviously. I highly doubt anyone will be willing to dish out $2,500 for a fancy memory card. We think InterAct deserves some props for finally succeeding to converge the console and PC market successfully, with a product that will hopefully catch on like wildfire.

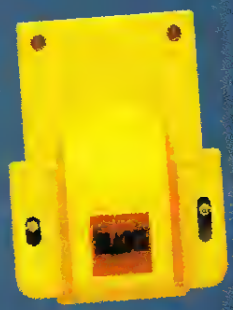


Batteries Not Included...Ever

Memory Rocker Pak+ • Naki • $19.95

■ What It Does: It serves as both a Rumble Pak and 460-page memory card, without the need for batteries.

■ What We Like: Finally, someone actually addressed the biggest drawback of the N64 Rumble Pak, and fixed it! The fact that you can get some decent rumbling action out of a battery-less Rumble Pak blows my mind, and it also makes me wonder why other companies haven't followed suit. If you use an average of two batteries per month in your existing Rumble Pak, this gadget could save you an amazing $25 a year. (OK, maybe it isn't amazing, but it's well worth it!) Many thanks go out to Naki for helping our planet by reducing the amount of global battery consumption... errr... something like that.



Smart Extras Give Lunar Gun Extra Firepower



Lunar Rocker Gun • Naki • PS • $25 (extra Red Sight), $11 (extra foot pedal)

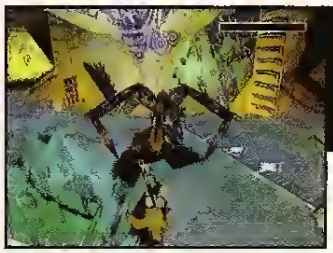
■ **What We Like:** Get this GunCon-compatible gun with the optional laser—it sets it apart from the pack. It has a nifty rapid/auto fire and built-in vibration. Only beef: It's a chore to calibrate the laser sight with the gun aim, but it works decently after adjusting.

Upgraded Barracuda Tests Dual Shock Waters



Barracuda 2 • InterAct • PS • $30

■ **What We Like:** It looks and feels like a Dual Shock, but with stronger (and slightly noisier) dual motors. Programmable and autofire buttons are cool extras, as well as a switch to flip the left/right analog sticks. A simulated "analog" D-pad Mode is nice, but rarely used. A close second to Sony's Dual Shock.



Stay on the outside of the ring and keep running in circles so the Boss will chase after you. Also, small weapons won't take this Boss out—bring out the big boys!

Plan of action

Dear Gaming Goddess,

My brother and I have been trying to beat the last Boss in Tomb Raider III. What are we supposed to do? Help please!

Mutoo8 • via the Net

XG #56 has a detailed step-by-step walk-through of what to do to defeat the Boss, however here are a few tips you can do: You have to keep running around the outside ring to stay away from the Boss. If you stop moving or try to run down the hallways, he will shoot his plasma and you'll die. So keep away by running; then roll, hit him with a shot, then roll and run again. Keep doing this until he drops, then sprint down the hallway, pick up the artifact and get back to the center ring before he gets up. Repeat this until you have all four artifacts, then you can kill him for good.

An incomplete

Dear Gaming Goddess,

I'm having trouble in the Washington Park level in Syphon Filter. When I try to enter the Freedom Memorial, the screen says, "Objectives Incomplete." This ticks me off because I completed all the objectives in the level with the exception of killing Girdieux and turning off the fourth bomb. I'm confused... what else is there to do?

Khalil Ross-Smith • Charlotte, N.C.

You answered your own question, Khalil. (Hint: Disarm the last bomb.)



Pleasing the masses

Dear Gaming Goddess,

I've encountered these problems in Civilization II: During the Democracy Epoch, I can't make the citizens happy although I have diverted the luxuries rate to 100 percent. I couldn't find the Love President Tool. All my cities are size 4. I can't find a correct luxury rate for all the cities to party. With every growth in the population, I have more unhappy citizens. Please advise.

Ronnie Tan • via the Net

Here is what associate editor Ben Durbin recommends: There are lots of complex variables at work in Civ2, so I'll do my best to predict what is going wrong. Keep in mind that Democracy is not a great government for waging war. Every military unit outside your cities causes two people to be unhappy. Either call the troops home or change your government type.

Monarchy or Fundamentalism are your best bets if you like to have a large army in the field. Normally very small cities such as you described don't have unhappiness problems, so I would bet good money this is the root of your problem. (No, Jim, you can't have a piece of this action. You still owe me $30 from months ago.)



Now, there is no "I Love the President" tool. It is a bonus that a city will receive if you meet the following criteria:

1) Your government is a Democracy,
2) The city at least size 4
3) There are no unhappy citizens
4) There are more happy citizens than content

If you have access to the Internet, and you search for Civ2 fan sites, you will find literally thousands of different strategies from players with differing opinions as to what works best. It is a credit to the game that there isn't any one "cheap" way to win—it is something you will just have to enjoy figuring out for yourself. Good luck!

Keepin' Baby happy

Dear Gaming Goddess,

I just bought the game Guardian's Crusade. I was wondering if there's any way to control Baby's transformations? I keep feeding him peach potions but he still hits me sometimes.

Coy • via the Net

Here are a few tips to help care for Baby: Keep him healed in a battle, praise him when he brings you a useful item and feed him the right snacks. For the best results, feed Baby snacks when he is already at full health and just before he increases a level!

For more Guardian's Crusade tips, check out *Expert Gamer* #58!

YOUR ROOM IS WAITING

EVERY TOWN HAS ITS SECRETS...SOME ARE DARKER THAN OTHERS.
WELCOME TO SILENT HILL. PLEASE CHECK YOUR SANITY AT THE DOOR.
YOU'RE HARRY MASON. YOU'VE CRASHED YOUR CAR OUTSIDE OF TOWN.
YOUR DAUGHTER IS MISSING. AND SOON YOU DISCOVER SILENT HILL
IS NO ORDINARY QUIET TOWN. IN FACT, IT'S A LITTLE TOO QUIET.
PASS BETWEEN THE "REAL" WORLD AND A DEMONIC NIGHTMARISH
WORLD, RENDERED IN REAL-TIME 3D, WHERE YOU'LL BE
ON THE EDGE OF YOUR SEAT...AND THE EDGE OF MADNESS.



Don't be afraid of the dark.
Be afraid of what it's hiding.



Use your brain. Use your brawn. And find your lost daughter, before you also lose your mind.



Friend or Fiend? Is anything what it seems in this town?

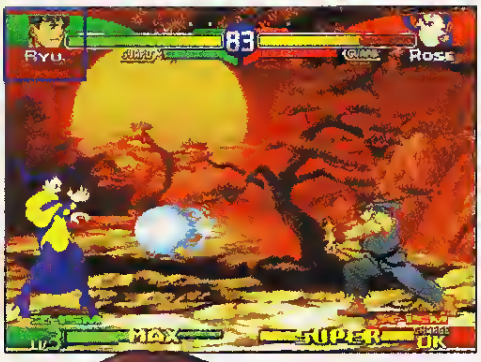
PlayStation

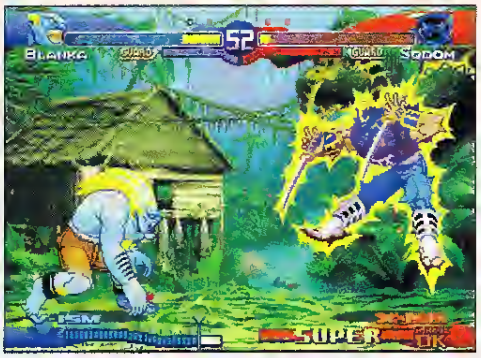
MATURE M AGES 17+

SILENT HILL™

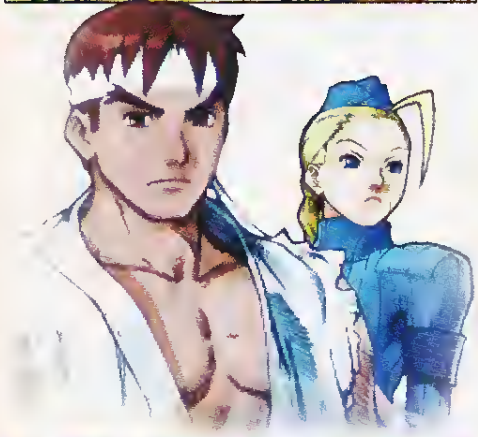
KONAMI

Silent Hill is a trademark of Konami Computer Entertainment, Tokyo. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Konami® is a registered trademark of Konami Co., Ltd. ©1999 Konami of America, Inc. All rights reserved.





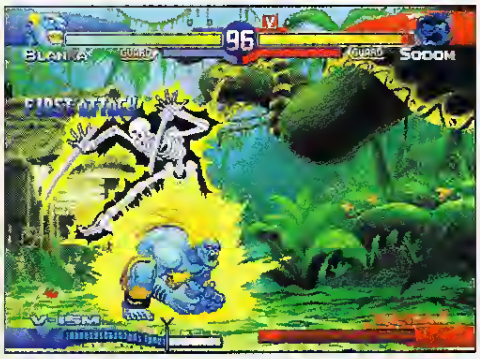
"Easily The Best Street Fighter Alpha Ever." OFFICAL U.S. - PLAYSTATION MAGAZINE

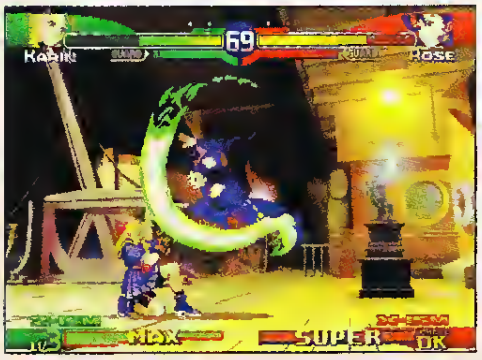


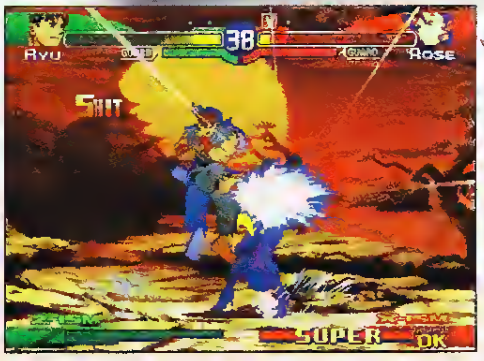
"STREET PERFE

- GAME INFORMER













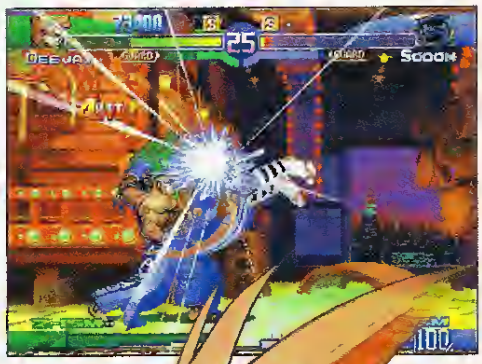


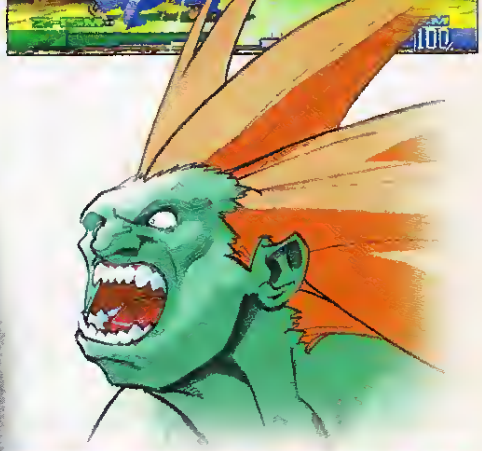


GAME PURCHASE WORTH 20 FIGHTERS EDGE® POINTS!

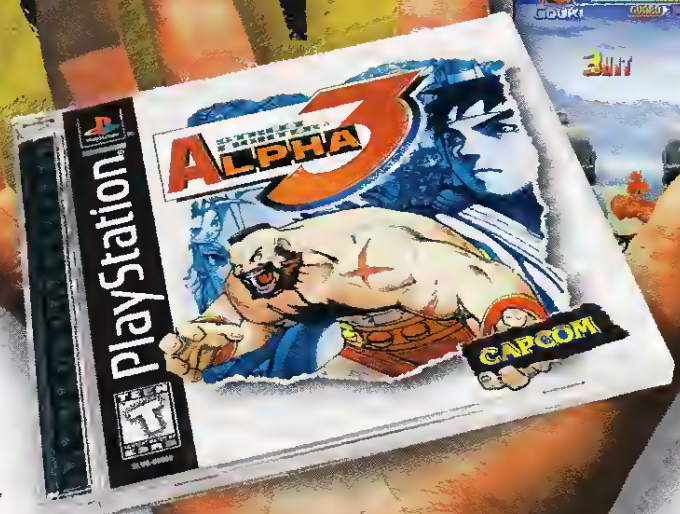
FIGHTER'S EDGE®

FIGHTER CTION"









Street Fighter Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the PlayStation® game console... featuring all new enhanced modes of play, including 3 fighting styles for every character – plus the skill building, World Tour Mode. Maybe nobody's perfect. But as of today, at least one fighting game is.

PlayStation®

TEEN T CONTENT RATED BY ESRB

© CAPCOM CO LTD 1999 © CAPCOM U S A INC 1999 ALL RIGHTS RESERVED CAPCOM is a registered trademark of CAPCOM CO LTD STREET FIGHTER is a registered trademark of CAPCOM CO LTD STREET FIGHTER ALPHA 3 is a trademark of CAPCOM CO LTD "Fighter's Edge is a registered trademark of GamePro magazine the world's largest multiplatform gaming magazine and the official magazine sponsor of the Capcom Fighters Edge promotion Reproduction of the Fighters Edge name/logo in whole or part without prior written permission by GamePro magazine is prohibited PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association All other marks are the property of their respective owners

CAPCOM

WWW.CAPCOM.COM

TRICKS OF THE TRADE

Score Big with a GameShark from InterAct and XG

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

"Tricks of the Trade"
P.O. Box 3338
Oak Brook, Ill.
60522-3338

Contest Rules
1 **No Purchase Necessary** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" P O Box 3338 Oak Brook, IL 60522-3338 or e-mail us at: tricks@zd.com Be sure to include your name, address, and phone number No purchase or payment of any money is necessary to enter One entry per household Entries must be received by May 20, 1999 All entries become exclusive property of Sponsors and will not be acknowledged or returned Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue Winning entries may be posted in Expert Gamer and/or EGM however only one prize shall be awarded
2 **Prizes** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor First Prize has an approximate retail value of $60.00 The best trick submitted by the First Prize winners will be declared the Grand Prize Winner One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark Grand Prize has an approximate retail value of $109.95 Winners will be selected by a judging panel whose decisions are final Winners shall be selected from all valid entries received Entries shall be judged on the following criteria (i) Uniqueness (25%) (ii) Novelty (25%) (iii) Accuracy (25%) and (iv) Originality (25%) Judging to be held on or about May 25, 1999 All prize winners will be notified by mail Prize(s) are non-transferable No substitutions of prize(s) are allowed except at the option of Sponsors should the featured prizes become unavailable
3 **Odds of Winning** The number of winners and the odds of winning will be determined by number of valid entries received
4 **Eligibility** Contest open to residents of United States and Canada Void in Quebec Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible Neither ZD Inc, InterAct Accessories nor their respective affiliates subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc, InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes
5 **Winners List** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P O Box 3338, Oak Brook, IL 60522-3338 Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication Allow 4 weeks for delivery of winners list
6 **Restrictions** Void where prohibited or restricted by law All federal, state and local regulations apply
7 **Sponsors** This contest is sponsored by ZD Inc and InterAct Accessories, Inc ©1999 ZD Inc. All Rights Reserved
Printed in USA

1080° Snowboarding
Get All Tricks Easy
From the Main Menu, choose the Training Option. Now select your rider and board. During the training session, select an easy trick from the Trick list (such as Lien Air) and then go off the jump or the side of the half pipe and do the trick. While you are still in midair, quickly press Right-C twice. This will bring up the Trick List again. Now choose a trick that you haven't done before (such as a 1080 Air) and land the Lien Air. The computer will think that you landed a 1080 and give you credit for it!

All-Star Baseball '99
Alien Abductors Team
On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, ATEMYBUIK. Then press Start. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium, Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors! Even though they look different, they will still have the same attributes as your normal players.
Team of Lizards
Maybe you've noticed that there are two signs in the stands of Kauffman Stadium (home of the Kansas City Royals) that say, "Win a Lizard?" Well, if you hit one of those signs with a ball, your team will turn into lizards.
Cheat Codes
The following codes are entered at the "Enter Cheats" Menu. If the code is entered correctly, it will give you a description of it. You can disable the code by either pressing Start immediately or by re-entering the code.
ABBTNCSTLO - Fat-Skinny Mode
BBNSTRDS - Big Ball Mode
GRTBLSFDST - Ball Trail Mode
GOTHELIUM - Big Head Mode
PRPPAPLYR - Paperman
Oversize and Paperman Players
At the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, put in one of following codes for the results as shown:
For Bighead Mode: Enter the code GDTHELIUM. Press the Start button. A statement on the bottom of the screen will confirm it was entered correctly. Your players will have oversize heads, bats, feet and gloves!

Trick of the Month

Syphon Filter

Cheat Codes


1


2

PlayStation

1 Level Select
Pause the game, go into the Options Menu. Highlight the Select Mission option, then press and hold Left+L1+R1+Select+Square+X.

2 All weapons and ammunition:
Pause gameplay and highlight the "Weapons" Option. Hold Right+L2+R2+Circle+Square+X (in order). Note: Only the weapons normally available during the current level will become selectable.

Sean Davis
Flint, Miss.

For Paperman Mode: Enter the code PRPPAPLYR and press the Start button. A statement at the bottom will confirm it. Now your players will be flat instead of 3D!

Battle Tanx
Cool Codes
On the Input Code Screen enter:
MSTSRVV - for Invulnerability
CRSTLCLR - for Invisibility
FRGZ - for a Plague of Frogs
TDZ - Queen Lords are replaced by toads
Super Weapons
Collect three of the same kind of power-up. Select that power-up and press both "A" and "B" simultaneously. A special weapon effect will occur that varies from weapon to weapon.

Blast Corps
Blow Up Buildings Easily
Get close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "D'oh!" Continue to hold button Z until the object blows up!

Body Harvest
Many Different Codes
KEY: This is the key for the following codes:

N=Up-C	S=Down-C	E=Right-C
W=Left-C	U=Up (on the direction pad)	
D=Down	L=Left	R=Right
A=A button	B=B button	F=Z button

For the following codes enter your name as "ICHEAT" and start a new game.
1st code: name: Fat Legs
Press these buttons on you control pad for fat legs: L, A, R, D
2nd code: name: All Weapons
Press these buttons on your control pad for All Weapons: A, R, S, E, N, A, L
3rd code: name: Powerful Weapons

Hot New Tricks index

Game Boy
- Men In Black 36
- Montezuma's Return 37

Nintendo 64
- NBA Jam 99 21
- S.C.A.R.S. 22
- Turok 2: Seeds of Evil 23
- Vigilante 8 25
- WCW Nitro 26

PlayStation
- Syphon Filter 20
- Akuji: The Heartless 28
- Eliminator 29
- Marvel Super Heroes vs. Street Fighter 30
- NHL 99 31
- D.D.T. 32
- Spyro the Dragon 34
- T'ai Fu: Wrath of the Tiger 35

Sidebar Themes
- GameShark (N64) 21-22
- Dreamcast Codes 25
- Cutesy Characters 26
- Grand Slam Codes 27
- GameShark (PS) 28-30
- The Main Event 31
- Get Your Groove On 32
- Flashback: Genesis 33
- Flashback: Saturn 37

Press the following on your control pad for Powerful Weapons: **S, N, U, F, F, L, E**
4th code name: Bouncey Buildings
Press the following on your control pad for Bouncey Buildings: **S, U, R, R, E, A, L**
5th code name: Mutant Mode
Press the following on your control pad for Mutant Mode: **S, U, F, F, E, R**
Health Code: In the middle of play, spell **OURABLE** with the controller **(Down, Up, Right, A, B, Left, Right-C)**.
This will restore your health, and if you're in a vehicle, it'll restore the fuel and shield.
Note: After you have entered the codes above, a confirmation screen will appear. If you have to, save the game and quit and then re-enter if the codes were confirmed, but did not work. (This usually happens for the **SNUFFLE** code.)

Bomberman 64

Custom Body Parts - Partial List

Here's where to find some of Bomberman's optional outfit parts: Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge. Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.

Extra Battle Mode Stages

Press Start at the Title Screen. When the Main Menu Screen appears, press Start rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

Buck Bumble

Cheat Codes

All Weapons - At the Title Screen press Left, Right, Up, Down. Then hold Z and press Right, Right, Left, Left. When the game begins, press A+B+R button at the same time to give you all the weapons. You will hear a noise if it is done correctly (it only works in One-player Mode).

Level Select - At the Title Screen hold Z and press Right, Down, Down, Right. Release Z and press Right, Up, Down, Left, Left, Up, Right, Right to finish the code.

Refill Health and Ammo - You can only use this code if you have All Weapons on. Press A+B+R button while playing, and you will refill your health and ammo.

Bust-A-Move 2: Arcade Edition

Another World

At the Title/Menu Screen, press the L button, Up, R button, Down. A little green character will appear on the lower right of the screen. This is how you know the code worked. Now go to the Game Select Screen and move over to the Puzzle Mode. The words, "Another World" will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

Hidden Characters

At the Main Menu Screen, access "Game Start," and at the Game Select Screen, choose Puzzle Game. At the map with the letters, put in this code using the D-pad and the buttons: Left, Left, Up, Down, L button, R button, L button, R button, then press L+R button at the same time. This will bring up a Character Select Menu Screen where you can choose to play as the two dinos or the enemy characters. Now choose your destination and you're ready to play as a new character.

Clay Fighter 63 1/3

Hidden Bosses Revealed

All of these codes must be entered at the Character Select Screen. Highlight character in the upper-left corner of the screen. Now do any one of these codes to get the secret characters as shown.

Sumo Santa: While holding the top L button on the controller, press L. Kick, M. Kick, H. Kick, H. Punch, M. Punch, L. Punch. The Santa icon will appear in the lower-left box.

Super Move: Down, Down-Forward, Forward, Down, Down-Forward, Forward+ Punch

Dr. Kiln: While holding the top L button on the controller, press L. Punch, M. Punch, H. Punch, H. Kick, M. Kick, L. Kick. The Dr. Kiln icon will appear in the lower-middle box.

Super Move: Down, Down-Forward, Forward, Down, Down-Forward, Forward+Punch

Boogerman: While holding the top L button on the controller, press Up, Right, Down, Left, Right, Left. Boogerman's icon will appear in the lower right-hand box.

Super Move: Down, Down-Forward, Forward, Down, Down-Forward, Forward+Punch

Cruis'n USA

Access New Tracks

This trick will give you access to three new tracks in the game. On "Choose Race" Screen, highlight US 101 and hold L+Left-C+Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L+Up-C+Right-C. Highlight Grand Canyon and hold L+Right-C+Down-C to access San Francisco.

Lights and Sirens Code

First, get a high score during any race and then scroll down to the bottom of the high score's list and hold Down-Left to make the conveyor belt move. After around 30 or more seconds, a head will scroll by. Now, exit and get back to the Car Select Screen. Choose either the bus or police car by holding Up-C, Left-C and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights and sirens will activate.

New Vehicles

At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or even a school bus! Keep holding these and press Start to choose it.

Chopper Attack

Extra Choppers

If you finish Mission 7 on the Normal level of difficulty, you'll get access to the King ID chopper. And if you finish Mission 8 on the Expert level, you'll gain access to the Stingray chopper.

Dark Rift

Character Endings and Bosses

Here are a bunch of codes that will enable you to play each character's endings and the ability to access the Bosses, Demitron and Sonork. To play as the Bosses, go to the Title Screen and enter L button, R button, Up-C, Down-C, Left-C, Right-C for Sonork. Enter A, B, R button, L button, Down- C, Up-C for Demitron. To access the character endings, go to the Title Screen and enter these.

For Aaron press: Up, Lett-C, R button, Right, Down, R button, R button, Lett-C.

For Demonica press. Up, Left-C, R button, Right, Down, R button, R button, Up-C

For Demitron press: Up, Left-C, R button, Right, Down, L button, L button, Down-C.

For Eve press: Up, Left-C, R button, Right, Down, R button, R button, Right-C.

For Gore press: Up, Left C, R button, Right, Down, R button, R button, Down-C

For Morphix press: Up, Left C, R button, Right, Down, R button, R button, B

For Nikki press: Up, Left-C, R button, Right, Down, R button, R button, A

For Scarlet press: Up, Left-C, R button, Right, Down, L button, L button, Left-C

For Sonork press: Up, Left-C, R button, Right, Down, L button, L button, Up-C

For Zenmuron press: Up, Lett-C, R button, Right, Down, L button, L button, Right-C

Diddy Kong Racing

Game Cheats

To enable these cheats, you must go into the Options Screen and enter into the Magic Codes Option. You can then turn them on and off at will, until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn Cheat: **BLABBERMOUTH**
Two-Player Adventure: **JOINTVENTURE**
All Balloons are Yellow: **BODYARMOR**
Disable Weapons: **BYEBYEBALLOONS**
No Limit to Bananas: **VITAMINB**
Zap the Zippers: **ZAPTHEZIPPERS**
Ultimate AI: **TIMETOLOSE**
Maximum Power-up: **FREEFORALL**
Start with 10 Bananas: **FREEFRUIT**
Big Characters: **ARNOLD**
Small Characters: **TEENYWEENIES**
Select Same Player: **OOUBLEVISION**
Four-Wheel Drive: **OFFROAO**

Doom 64

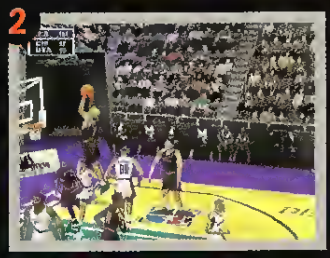
Cheat Menu

Go to the Password Option and enter: ?TJL BDFW BFGV JVVB. This will take you to the first level in the game. Then pause and you will notice a new option, "Features!" By selecting this, you will find all you need to conquer the game!

NBA Jam 99

Multiple Cheats





1. These codes are to be entered after pressing Start to pause in the middle of the game.

2. **Automatically make your next shot:** L button, L button, C-Up, L button, L button, C-Up, L button, L button, C-Up, Z

Dunk from anywhere: L button, L button, C-Down, L button, L button,C-Down, L button, L button, C-Down, Z

Super push: L button, L button, Up (on D-pad), L button, L button, Up (on D-pad), L button, L button, Up (on D-pad), Z

Tie the score: L button, L button, Down (on D-pad), L button, L button, Down (on D-pad), L button, L button, Down (on D-pad), Z

Turn team on fire: L button, L button, Right (on D-pad), L button, L button, Right (on D-pad), L button, L button, Right (on D-pad), Z

Cancel activated cheats: L button, L button, Left (on D-pad), L button, L button, Left (on D-pad), L button, L button, Left (on D-pad), Z

GameShark CODES

Magical Tetris

GameShark Codes

Always get Magical Tetris Pieces: 811d267edb20
Always Get Straight Pieces: 801d25f40000
Quick Score Gain: 811d26a6ffff

NBA Jam 99

GameShark Codes

Away Team Full Court Dunks:
81182e4e0004
81183050e004
81834720004
8118367e0004
Away Team Giant Players:
81182df60032
8118zdfe003c
81183002e032
8118300a003c
8118320e0032
81183418e032
81183422003c
N811836260032
8118362e003c
Away Team Tiny Players:
81182df60011
81182dfe0014
81183002e011
N8118300a0014
8118320e0011
81832160014
81183418e011
81834220014
81836260011
8118362e0014
Home Team Full Court Dunks:
81182412e004
8118261e0004
8118282a0004
81182a360004
81182c420004
Home Team Giant Players:
81182ba0032
81182c2003c
81825c60032
81825ce003c
81827d20032
81827da003c
81829de0032
81829e6003c
81182bea0032
81182bf2003c
Home Team Tiny Players:
81182ba0011
81182c20014
81825c60011
81825ce0014
81827d20011
81827da0014
81829de0011
81829e60014
81182bea0011
81182bf20014

Rogue Squadron

GameShark Codes

99 Kills: 80130b850063
99 Saves: 80130b860063
All Levels/Ships: 80130b4d007e
Extra Shields: 81137e7c4316

Rush 2

GameShark Codes

Heavy Gravity: 800e7d220002
Heavy Mass: 8010c1790001
Inside-Out Car On: 8011740
Invincible: 801196340001
Invisible Cars: 8010c1700001
Invisible Tracks: 8010c1780001
Jovian Gravity: 800e7d220003
Killer Rats On: 8010c17c0001
Large Frame: 8010c43c0003
Levitation: 8010c2540001

GameShark CODES

Rush 2
GameShark Codes

Light Gravity	800e7d220000
Massive Mass	8010c1790002
New York Cabs	800d9e890001
Orange Fog	8010c4400012
Pink Fog	8010c4400013
Red Fog	8010c440000d
Resurrect In Place	8010c2100001
Stunts All Tracks	8010c2000001
Suicide Mode Humans On	80119628 0002
Suicide Mode On	80119628 0001
Super Speed	801119500001
Super Tires	8010d3a60002
Tire Scaling On	8010c3d40001
Upside Down Mode	800d01710001
White Fog	8010c4400011
Yellow Fog	8010c4400010

South Park
GameShark Codes

Have All Cheats	810cd22601ff

WCW Nitro
GameShark Codes

1984 Ring	8027d9530001
Boudoir Ring	8027d9370001
Circus Ring	8027d9130001
Disco Ring	8027d9470001
Dynamite Johnny	8027d8930001
Eddy Guerrero	8027d83d0001
Enos	8027d8750001
Eric Bischoff	8027d85d0001
Ernest Miller	8027d84f0001
Fit Finley	8027d8550001
Fyre	8027d8a70001
Goochie	8027d8990001
Graveyard Ring	8027d90b0001
Hall of Mirrors Ring	8027d93b0001
Hammer	8027d83f0001
Hive Ring	8027d9170001
Horace	8027d8450001
Infinite Health P1	8.12292E+17
Infinite Health P2	812296ba03e8
Infinite Health P3	81229c2203e8
Infinite Health P4	8122a18a03e8
Infinite Time Out of Ring P1	812291aa0000
Infinite Time Out of Ring P2	812297120000
Infinite Time Out of Ring P3	81229c7a0000
Infinite Time Out of Ring P4	8122a1e20000
Jamie The Learned	8027d87f0001
Jimmy Hart	8027d8710001
John	8027d88f0001
Jungle Ring	8027d94b0001
Juventud Guerrera	8027d8790001
Kanyon	8027d8390001
Kaz Hayashi	8027d86f0001
Kidman	8027d8290001
Kimberly	8027d8670001
Konnan	8027d8310001
La Parka	8027d85b0001
Larry Zbysko	8027d8690001
Lodi	8027d8490001
Mean Gene	8027d85f0001
Meng	8027d8530001
Mini Myque	8027d89f0001
Miss Elizabeth	8027d8610001
Mongo	8027d86d0001
No Health P1	812291520000
No Health P2	812296ba0000
No Health P3	81229c220000
No Health P4	8122a18a0000
Psychosis	8027d8770001
Psychedelic Ring	8027d9430001

Duke Nukem 64
Cheat Menu and Codes
To access the Cheat Menu enter this code at the Title Screen:
L, L, L button, L button, R, R, L, L
Monsters Off/On.
L button, L-C button, L, R button, R-C button, R, L, L, R
Invincibility.
R button seven times then **L**
Turn items on:
R button, R-C button, R, L button, L-C button, L, R-C button, R

Extreme-G
Programmers' Faces
Go to the Bike Selection Screen. Press the R button to get to the Controls Screen. Move Up and access the Name option. Clear the current name and enter XGTEAM as the name. Press Start, listen for a sound to confirm the trick works. Now go back in and enter a programmer's name: GREG, JUSTIN, ASH, SHAWN or JOHN. In Practice or Time Trials Modes, you will see your face of choice on the top of the bike as you race. In Shoot-'Em-Up Mode, you will be chasing multiple copies of your chosen face!

Extreme-G: XG2
Many Cool Codes
To get any of these codes to work, just get to the Bike Selection Screen and press the **R button** to get to the Customize Screen. Now move over to the "Enter Name" Option, access it and put in the passwords for the results shown below.
SPIRAL - Causes the track to spin around.
2064 - Use paper airplanes/WipeOut-style ships in place of cyber bikes.
LINEAR - Wire Frame Mode
XXX - Unlimited Nitros
SPYEYE - Overhead view

F-1 World Grand Prix
Hidden Racers and Bonus Track
After pressing **Start** at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the Analog Stick until you reach Driver Williams. Press button **A** and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, **Chrome**. When you are finished, exit all the way back to the Title Screen. Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name with the word **Pyrite**. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word **Vacation**. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

FIFA Soccer 64
Easy Win
During the match, pause and access the Controller Select Option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the winning team. You are assured to win every time!

Fighters Destiny
Secret Fighters
To get each secret playable fighter, have a star next to your name. To get these stars, beat the game:
Boro. Beat on the Easy setting.
Robert the Robot. Beat all foes in the Faster Mode in less than a minute.
The Joker. This is the hardest of them all. Beat all 100 fighters in the Survival Mode.
The Master. Go through Master Mode and win each and every battle.
Ushi the Cow. Go into Rodeo Mode and survive a battle with her for one minute. You can't kill her or the code won't work.

Forsaken 64
Awesome Codes
Turbo Crazy. At the Title Screen where "Press Start" is scrolling, press **B, B, R button, Up, Left, Down, Up-C, Left-C**. The words "Turbo Crazy On" will appear on the screen to confirm it worked. You now have unlimited Nitro boosts!
Wire Frame. At the Title Screen where "Press Start" is scrolling, press **L button, L button, R button, Z, Left, Right, Up-C, Right-C**. The words "Wire Frame On" will appear on the screen to confirm it worked.

Fox Sports College Hoops
More Commentary
Enter this code at the Secret Codes Screen under the Options Menu to get the result of this code:
MONKEY - The announcer will say different things when a foul is supposed to be called.

Fox Sports College Hoops '99
Various Codes
Enter the following codes at the Secret Codes Screen under the Options Menu for various results:
NDGGIN - Gives you Big Head Mode
GHOST - Players become partially transparent.
Z-WOOO - Secret Court
TEAM-Z - Secret Team
NOFANS - Remove bleachers and crowd.
TRAILS - Transparent trails will follow the basketball.
BUZZ - Disable the Shot Clock.
THIRTY - Activate a 30-second game.
HOMIE - The referee calls fouls that favor the home team.

Hexen 64
Incredible Cheat Menu
Go into the game and press **Start** to pause. At the Pause Screen Menu, enter the main cheat code with the **C buttons** on your controller: **Up-C, Down-C, Left-C, Right-C**. You will hear a sound and a new "Cheat" Option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu:
God Mode: (invincibility) **Left-C, Right-C, Down-C**
Clipping: (go through walls) **Up-C** 20 times, **Down-C**
Visit: (Level Select) **Left-C, Left-C, Right-C, Right-C, Down-C, Up-C**
Butcher: (instant enemy death) **Down-C, Up-C, Left-C, Left-C**
Health: (100 percent health boost) **Left-C, Up-C, Down-C, Down-C**

Gex 64
99 Lives and Every Remote
At the Main Menu Screen, choose the Load Game Option. On the next screen, choose "Password." Now enter the following password as shown to get the trick to work:
M75BFQRW3J5BFQRW4!
This will give you 99 Lives and every remote, so you don't have to gather them all! You can see the results of the code immediately by pressing **Start** to pause the game and then moving down to "Stats" and accessing it with **button A**. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

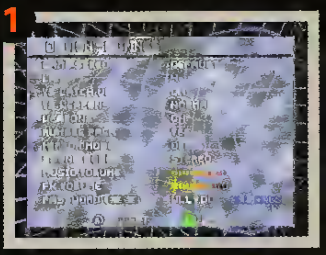
Glover
Codes, Codes and More Codes
To use the following codes press Start to pause the game while playing. Enter the following C-buttons while it is paused.
Infinite life: Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C
Speed up spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C
Frog spell (become a frog): Up-C, Right C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C
Secret cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C
Call ball: Up-C, Left-C, Left-C, Up C, Right-C, Left-C, Down-C, Up-C
Checkpoints: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C
Death spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C
Low gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C
Shift camera to the left: Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C
Hercules spell (big Glover): Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C
Frog spell (turn people into frogs by pressing R): Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C
Open portals: Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C
Locate garibs: Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C
All cheats off: Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C

GoldenEye 007
Time Codes
Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need.
Level 1: **Oam-Paintball Mode-Secret Agent-2:40**
Level 2: **Facility-Invincibility-00 Agent-2:05**
Level 3: **Runway-OK Mode-Agent-S:00**
Level 4: **Surface-2x Grenade Launcher-Secret Agent-3:30**
Level 5: **Bunker-2x Rocket Launcher-00 Agent-4:00**
Level 6: **Silo-Turbo Mode-Agent-3:00**
Level 7: **Frigate-No Radar (Multi)-Secret Agent-4:30**
Level 8: **Surface2-Tiny Bond-00 Agent-4:15**
Level 9: **Bunker2-2x Throwing Knives-Agent-1:30**
Level 10: **Statue-Fast Animation-Secret Agent-3:15**
Level 11: **Archives-Invisibility-00 Agent-1:20**

S.C.AR.S.
Cars and Cups
1 On the Option Settings Screen, move down to the "Password" Option and enter one of these codes for the results shown:

Crystal Cup - LGSSSX
Diamond Cup - CRKKYY
Zenith Cup - DZPKKK
Master Mode - PXPRTS
Scorpion Car - SDSSRT
Cobra Car - TRTTLL
Cheetah Car - NRNNRR
Panther Car - YMSTTR
All Cars and Tracks - WLLVDD

Open All Secrets
At the Player Select Screen, press **Left, Up, Right, Down, Z, R, Down, Left, Up, Right**. Every cheat will now be opened.



Nintendo 64 Codes

Level 12: **Streets-Enemy Rockets-Agent-1:45**
Level 13: **Depot-Slow Animation-Secret Agent-1:30**
Level 14: **Train-Silver PP7-00 Agent-5:25**
Level 15: **Jungle-2x Hunting Knives-Agent-3:45**
Level 16: **Control-Infinite Ammo-Secret Agent-10:00**
Level 17: **Caverns-2x RC-P90s-00 Agent-9:30**
Level 18: **Cradle-Gold PP7-Agent-2:15**
Level 19: **Aztec-2x Lasers-Secret Agent-9:00**
Level 20: **Egyptian-All Guns-00 Agent-6:00**

Bond Photos (via a GameShark)

This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter: **A002B19B 00__**
For the two spaces, enter **01** to see Roger Moore, **02** to see Timothy Dalton or **03** to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors, the programming was removed from the game.

Secret Level Editor

Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Same Player in Multiplayer

Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two choose the players where three and four were. Go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

Hexen 64

Incredible Cheat Menu

Go into the game and press **Start** to pause. At the Pause Screen Menu, enter the main cheat code with the **C buttons** on your controller: **Up-C, Down-C, Left-C, Right-C.** You will hear a sound and a new Cheat option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu.
God Mode: (invincibility) **Left-C, Right-C, Down-C**
Clipping: (go through walls) **Up-C** 20 times, **Down-C**
Visit: (Level Select) **Left-C, Left-C, Right-C, Right-C, Down-C, Up-C**
Health: (100 percent health boost) **Left-C, Up-C, Down-C, Down-C**
Under the Collect Option, enter the codes for these cheats:
All keys: (acquire every key) **Down-C, Up-C, Left-C, Right-C**
All weapons: (acquire every weapon) **Right-C, Up-C, Down-C, Down-C**

International Superstar Soccer 64

New Teams, Big Heads

There are two ways you can find the hidden teams. You can either play through and beat the entire League Mode, or go to the Title Screen and put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen and enter this code as shown: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, then hold the Z button and press Start. All of the players on the screen now have huge heads!

Killer Instinct Gold

Many Special Codes

Colors Code. At the character profile demo, press Z, B, A, Z, A, L. You'll hear, "Welcome." You can now choose the gold, shadow, etc. colors.
Gargos Code. At the character profile demo, press Z, A, R, Z, A, B. You'll hear Gargos laugh. Now he is selectable as a normal character.
Random Select: Hold Up and press Start at the Character Selection Screen.
Music and Stage Select: In a two-player game, the first person will choose the stage and the second person will choose the music. Hold the buttons accordingly for the results:
Sabrewulf's Lair—U+1
Maya's Jungle—U+2
Glacius' Crash Site—U+3
Tusk's Stone Henge—U+4
Fulgore's Museum—U+5
Orchid's Helipad—U+6
Jago's Bridge—D+1
Gargos' Castle—D+2
Combo's Street—D+3
Kim Wu's Dojo—D+4
Spinal's Ship—D+5
Sky Stage—D+5 (both players must press them)

Legend of Zelda: Ocarina of Time

Hidden Pictures

Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right, there will be windows. Look (with **Up-C**) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and then throw a bomb right back at you!

Multiple Bottles Trick

Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and in mid-swing, press Start. On the Select Item Screen, choose any weapon or item (except the ice, fire or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow the bow will still work with the special arrows. When you collect ammo for the item, it will go back.
Warning: If you cover a needed weapon, you may not get it back!

Mace: The Dark Age

Cheats Menu and Secret Characters

These tricks will give you extra characters in the game! Just follow the methods for the results shown below. War Mech and Ichiro: When the Legal Screen appears, press Down, Right, Up, Left. You will hear a sound, and you may now choose them from the Character Select Screen.
Grendal: Win three matches against three human opponents. After three wins, go back to the Character Select Screen and press and hold Start on the Executioner. Choose him with button A or B.
Ned the Janitor: On the Character Select Screen, press the Start button on the following characters in this order. Koyasha, Executioner, Lord Deimos. Then go to Xiao and press the A or B button. Pojo the Chicken: Choose Taria and defeat a human opponent with her Execution move (stand about Foot Sweep distance away, hold the Strong button and let go). Before the next match, press Start on controller two. Back at the Character Selection Screen, move down to Taria's profile and hold the Start button. Pojo will appear in place of Tarial Keep holding the Start button and press A or B to choose the chicken. On this screen, player two may also pick Pojo by holding Start on Taria's profile.
Small Mode: Here's a fun cheat to enter in this game that will enable you to fight as small characters. While playing in Vs. Mode (both controllers plugged in) go to the Character Select Screen. Highlight and press the Start button on each of these characters in this order: Takeshi, Al' Rashid, Ragnar and Xiao Long. After doing so and if time permits, you may choose a different character. Then when you begin the match, you should start off in Small Mode!

Madden NFL 99

Cheat Codes

On the Main Menu Screen, highlight and access the "Code Entry" Option. On the Code Entry Screen, choose the New Code Option and enter any of these codes as shown below:
Bonus Teams:
NFC Pro Bowl - **BESTNFC**
AFC Pro Bowl - **AFCBEST**
All-Madden Team - **BDDM**
All-Time Stat Leaders - **IMTHEMAN**
'60s Greats - **PEACELOVE**
'70s Greats - **BELLBOTTOMS**
'80s Greats - **SPRBWLSHUFL**
'90s Greats - **HEREANDNOW**
All-Time Greats - **TURKEYLEG**
75th Anniversary Team - **THROWBACK**
NFL Equipment Team - **GEARGUYS**
1999 Cleveland Browns - **WELCOMEBACK**
EA Sports - **INTHEGAME**
Tiburon - **HAMMERHEAD**
Bonus Stadium:
Tiburon Stadium - **DURHOUSE**

Magical Tetris Challenge

Line Clear Graph

Here's a hidden feature that's not mentioned in the manual for Magical Tetris Challenge's Endless Tetris Mode. Begin a game in Endless Mode and press **A+B** simultaneously while playing.

MLB Featuring Ken Griffey, Jr.

Pitcher Dance
When you are pitching, press **Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up** before you throw a pitch. Your pitcher will then dance right on the mound!
Home Run Griffey
Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press **Left, Left, Right, Right, Right, Left, Left.** Once you enter this, he will point his bat to the stands. The next hit should be a home run!
Win the World Series
To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice.
Go to the Stadium Select Screen and press **Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C,** then **Z**. You will automatically be taken to the celebration!
Blow Up the Batter
When you are up to bat, press **Right, Left, Down, Right, Left, Up, Right, Left, Down**. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

Mission: Impossible

Many Different Codes

Enter all of these codes during the Mission (Level) Select Screen:
Uzi with 30 rounds: **Right-C, Left-C, Right-C, Down-C, R**
Mini-Rocket Launcher with 30 rockets: **R, L, Left-C, Right-C, Down-C**
7.65 Silencer with 50 rounds: **Up-C, L, Right-C, Left-C, Up-C**
9mm HI POWER with 30 rounds: **R, L, Down-C, Up-C, Up-C**
After you enter a code correctly then you will hear Ethan say, "There, that's better."

Mortal Kombat 4

Cheats Menu/Secret Characters

Cheats Menu: From the Main Menu, access the Options. In the Options Screen, highlight the "Continues 3" Option. Then hold the **Block+Run buttons** at the same time for about 10 seconds, or until a Secret Menu appears. Once you see the secret "Cheats" Menu, you will be able to turn on and off endings, fatalities and level fatalities!
Secret Characters: The next tricks will let you access the hidden Goro and Noob Saibot! Goro: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** three times and **Left** once (highlighting Shinnok). Then press **Run+Block** simultaneously. When you go to the first round of the fight, you will be playing as Goro!
Noob Saibot: On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Move **Up** two times and **Left** once (highlighting Reiko). Then press **Run+Block** simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!
(Note: This trick was done on a preproduction version of the game and is subject to change.)

Mortal Kombat: Mythologies

Password Cheats

Go into the Password Option and enter them as shown. If you do the urns and lives codes correctly, you will hear the sound of fire after you exit. With the other codes, the effects are evident when you exit the screen.
10 Vitality Urns: NXCVSZ
1,000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY
Exploding Boss: RCKMND

NASCAR 99

Hidden Announcer Car

To play as the commentator, Benny Parsons, just follow this method. On the Main Menu Screen, choose a Single Race. On the Single Race Screen, move down to "Select Track." Now choose the Richmond Track. Now move up and highlight the Select Car Option. With this option highlighted, enter this code very quickly (within four

Turok 2: Seeds of Evil

Co-op Single Player Levels

(Note: Must have "level warp" opened for desired level. Get all levels/cheats by typing **BEWAREDBLIVIDNISATHAND** at Cheat Entry Screen.)
1. Begin a game in Multi (works best with two), go to the Cheats Menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any Boss or level. Be careful about warp points; enter at the same time or it will screw up the game by loading two maps at once!





NOW YOUR FAVORITE
FINAL FANTASY® VII CHARACTERS
ARE FIGHTING FOR THEIR LIVES

AGAIN

GOD BLESS THE RING

EHRGEIZ™

MAY 1999

PlayStation®

SQUARESOFT®

www.squaresoft.com

Published by Square Electronic Arts L.L.C

© 1997 1998 1999 Square Co. Ltd./DreamFactory Co. Ltd. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Square Soft and Final Fantasy are registered trademarks of Square Co. Ltd. EHRGEIZ is a trademark of Square Co., Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

TEEN
T
CONTENT RATED BY ESRB

Nintendo 64 Codes

seconds): **Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z.**
The Bunny Parsons car will now appear!

NFL Blitz

Incredible Blitz Codes!

Cheat Codes

On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such

0-4-0-Up	Huge Head
1-1-1-Down	Tournament Mode (2P)
3-2-1-Left	No Head
1-2-3-Left	Super FGs
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
0-5-0-Right	Big Football
2-0-0-Right	Big Head
S-0-0-Left	No Stadium
1-S-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather
5-3-4-Oown	Lights Out
5-2-5-Down	Weather: Snow
0-3-2-Left	Fast Turbo Running
0-0-1-Down	Show FG%
0-1-2-Down	No CPU Assistance (2P)
0-3-0-Oown	Fog on
0-4-1-Down	Thick Fog
3-1-4-Oown	Smart CPU
4-2-3-Down	No Random Fumbles
2-0-3-Right	Big Heads (team)
2-1-0-Up	No First Downs
1-4-1-Right	Big Players
3-1-0-Right	Mail Players
1-1-S-Left	No Play Selection (2P)
0-4-5-Up	Super Blitzing
2-S-0-Left	Fast Passes
2-1-1-Left	Allows Out Of Bounds
S-1-4-Up	Infinite Turbo
2-3-3-Up	Power-up Teammates
3-1-2-Left	Power-up Blockers
4-2-1-Up	Power-up Defense
0-2-1-Right	Show More Field (2P)
1-0-2-Right	Hide Receiver Name
4-0-4-Left	Power-up Speed (2P)
2-2-2-Right	Night Game
5-5-S-Right	Weather: Rain
5-5-5-Up	Hyper Blitz
3-4-4-Up	No Interceptions

Hidden Players

When asked to Enter a Name for Record Keeping, choose **"Yes"** Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmell	**0322**	Mark Turmell	
Sal	**0201**	Sal Divita	
Jason	**3141**	Jason Skiles	
Jenifr	**3333**	Jennifer Hedrick	
Daniel	**0604**	Dan Thompson	
Japple	**6660**	Jeff Johnson	
Root	**6000**	John Root	
Luis	**3333**	Luis Mangubat	
Mike	**3333**	Mike Lynch	
Gentil	**1111**	Jim Gentile	
Brain	**1111**	Brain	
Forden	**1111**	Dan Forden	
Skull	**1111**	Skull	
Carltn	**1111**	Headless Guy	
Shinok	**8337**	Shinnok from Mortal K.	
Raiden	**3691**	Raiden from Mortal K	

Other Secret Players

Enter these codes the same way as the ones above.

Thug	**1111**	Van	**1234**
Billz	**0526**	Zz	**1221**
Jimk	**5651**	Marka	**1112**
Ed	**3246**	Todd	**1122**
Mitch	**4393**	John	**5158**
Josh	**42BB**	Ryan	**029**
Beth	**7761**	Brian	**081B**
Grinch	**2220**	Paulo	**0S17**
Lt	**7777**	Nico	**4440**
Gatson	**1111**	Guido	**676S**
Rog	**B148**	Monty	**1B36**
Shun	**0S30**	Gene	**0310**
Paula	**0425**	Dbn	**6969**

NFL Quarterback Club '98

Many Cheat Codes

On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results.

8DWNDRV - Player gets eight downs.
RNLDSWZNGR - Strength attribute for all players is at maximum
BRDWYNMTH - Pass accuracy is set to maximum for all QBs.
WLTRPYTN - Agility attribute is set to maximum for all players
CRLLWYS - Acceleration attribute is set to maximum for all players
SMLMDGT - All player heights are reduced to 5'6" and weights are decreased to 145 lbs
GLYTHMD - All player heights are 7'7" and weights are set to 400 lbs.
BBMNTBL - All player heights are 7'7" and weights are set to 145 lbs.
BGBFYFF - All offensive players have maximum attributes.
BGBFYDF - All defensive players have maximum attributes.
GTNHNDS - Everyone fumbles the ball.
PWHYRMN - All player attributes are decreased to zero.
SPRTRBMD - All players run in Turbo Mode.
FRMBYFRM - Players move in slow motion
NBCTCKLS - Tackle ball carrier is turned off
SPRDPRTCKL - Always tackle.
TGHTGRP - No turnovers.
SPRTMMD - All player attributes are at maximum.
LDSTRTRK - When QB throws the ball, it appears in the receiver's hands.
YNSTYNS - Discipline and Awareness is set to maximum for all players.
BGTWSTRS - Ball carrier spins around constantly until he's tackled
TRNTDLFR - QB accuracy is set to zero for all QBs
LLDFSCK - All defense attributes are set to zero.
LLFFSCK - All offense attributes are set to zero.
BGSPRDV - Dive distance is greater
SPRBGRMS - QBs throw the ball 100 yards, Kickers kick the ball 100 yards, Punters punt the ball 100 yards
STNTXTM - Access the Acclaim, Iguana, AFC and NFC teams for quick play
MNFLDMD - Players do a dive every three secs
PBYBYMD - All players crawl around the field during play
LWYSTPSS - Players always tip the ball in the air on passes.
YLCTRCFB - Players move around like an electric football game.
SNWSLDS - Sled Mode
LLCHTSFF - Turns off any cheats that have been set

NFL Quarterback Club '99

Cheat Codes

On the Main Menu, access the Enter Cheat Option and enter any of these codes
Fat Players: **MRSHMLLW**
More Injuries: **H5PTL**
Skinny Players: **TTHPCK**
Turbo Running: **5PRTRBMD**
Opponents Score 0: **RLSTN**
Start with 12 points: **SHTOUT**
Alien Stadium: **SCLLYMLDR**
Huge Pylons: **PWRPYLN5**
Super-Size Football: **BCHBLL**
Unlimited Turbo: **TRBMN**
No Fumbles: **STCKYBLL**
Play in Slow Motion: **FRRSTGMP**
8 Downs: **D8LOWNS**
Cheat Teams: **XTRTMS**
Electric Football Mode: **XTRVLTG**
Always Fumble: **BTTRFNGR5**
He's On Fire!!: **HSNFR**
Pinball Mode: **PNBLL**
Fat Players: **MRSHMLLW** Big Coin in Coin Toss: **BGMNY**
Flubber Ball: **FLBBR**
Land Mine Mode: **PPCRNRTRN5**
Super Kickers: **PWRKCKR**
Rugby Mode: **RGBY**
Mega Injuries: **HSPTL**
Skinny Players: **TTHPCK**
Racquetball Mode: **RCQTBLL**
Superslippery Mode: **SLPNSLO**

NHL Breakaway 98

Many Codes and Secrets

Cheat Menu: At the Main Menu Screen, press Left-C, Right-C, Left-C, Right-C, R button, R button. The Cheat Menu will appear as a new option at the bottom.
Perfect Player: At the Create Player Screen, enter your player's name as Jim Jung. After you enter that name, all of his stats will be maxed out!
Player Inspection: At the Create Player Screen, press any of the C buttons to rotate your player in any direction.
Bonus Points: At the Season Mode Main Menu Screen, enter this code for extra bonus points whenever you enter it: Left-C, Left-C, Right-C, Right-C, Left-C, Left C, Right-C, Right-C, R button.
Pull Computer's Goalie: After beginning your game, press Start to pause and then go into

Vigilante 8

Multiple Cheats

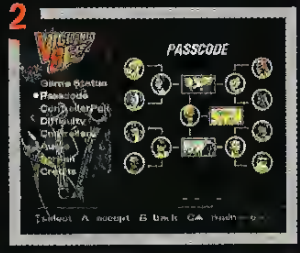
From the Title Screen, access the Options Menu. In the Options, go to the Passcode Option and enter any of the following codes for the results as shown.

A_MOON_GETAWAY	reduced gravity
POPULATION_OUT	no enemies present
LIVING_FOREVER	no damage
LONG_SLIDESHOW	all ending movies play in sequence
MIX_MATCH_CARS	players can choose the same car, and to one belonging to enemy in 2P Quest
GANGS_UNLDCKED	unlocks all cars except flying saucer
1 GIMME_OA_ALIEN	unlocks the flying saucer
LEVEL_SHORTCUT	unlocks hidden levels
MISSILE_ATTACK	enhanced missile
I_AM_TOUGH_GUY	hardest difficulty level
GO_REALLY_SLDW	slow motion mode
MAX_RESOLUTION	ultra high-res display mode
FIRE_NO_LIMITS	no weapon delay while firing
2 JTBT7CFO1LRMGW	- unlock everything

1



2



Dreamcast TRICKS

Note: These tricks work on the pre-production/Japanese version of the games and are subject to change

Power Stone

Manipulate the Victory Camera

A button: This zooms in when pressed and zooms out when released. It can be activated at one of the Victory Screens.
X,Y,B - This is the same as A, but it's only activated after the A button is pressed.
Pad and Analog Stick: This rotates the camera around the victor.

Play as the Basses

To play as the Bosses, finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" Book.

Sega Rally 2

Hidden Cars, Raceways, Etc.

At the Title Screen, put in the following codes for the results as shown. If done correctly, you should hear a confirming sound:
All Cars: Up, Down, Up, B, A, Left, B, B, Down
All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down
Increased Frame Rate: Up, A, Down, Down, Left, Right, B, B, Down









Cutesy Character CODES

Banjo-Kazooie
Cheat Codes

First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter the word, CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code:

BANJOBEGSFORPLENTYOFEGGS (Infinite eggs)
LOTSOFGOESWITHMANYBANJO5 (Infinite lives)
DONTBEADUMBOGOSEEMUMBO (99 Mumbo tokens)

Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter the word, CHEAT every time before putting in any of these codes.

Bomberman World
Extra Mode

Press **Start** at the Title Screen. When the Main Menu Screen appears, press **Start** rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

Iggy's Reckin' Balls
All Tracks and Balls

These codes will get you all the tracks and balls without beating the game! On the Title Screen, hold the **Z** button and then press the top **R** button. The "Enter Cheat" Screen will appear. Now enter the following codes for the results as shown:

THEUNIVERSE - Opens up all the tracks.
HAPPYHEADS - All balls are open (except for Iggy's girlfriend).



the Game Options setting. Now go to the Controller Setup and move your controller to the other team's side. Now go into the Team Options and then choose the Pull Goalie Option. Now go back into the Game Options again and on the Controller Setup Screen, move back to your original team. Now the computer's goalie will be out of your way!

NHL Breakaway 99
All Cheats

At the Main Menu Screen, quickly press **C-Left, C-Right, C-Left, C-Right, R, R**. A Cheat Menu Option will appear below the other menu items. Access this option to change the player types, sizes, checks and glass break percentage.

Nightmare Creatures
Cheat Menu

To access the Cheat Menu, access the Password Option from the Main Menu. On the Password Screen, enter the code **Lett, Up, Down-C, Left-C, Right-C, Up-C, Left-C, Down**. A Cheat Menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

Off-Road Challenge
Tracks and Trucks

These codes will give you access to three new tracks and all-new Monster Trucks.

El Cajon Track - On the Track Selection Screen, hold **Up** on the control pad and press the **L+R buttons** simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold **Z** and press the **A button**.

Flagstaff Track - On the Track Selection Screen, hold Left on the control pad and press the **L button**. You'll hear an air wrench sound. Now highlight the Mojave track, hold **Z** and press the **A button**.

Guadalupe Track - On the Track Selection Screen, hold **Down** on the control pad and press the **R button**. You'll hear an air wrench sound. Now highlight the Vegas track, hold **Z** and press the **A button**.

Monster Trucks - On the Truck Selection Screen, press one of the following **C buttons** to get the alternate Monster Truck.

Left-C = Thunderbolt
Right-C = The Crusher
Up-C = 4x4 Monster
Down-C = Punisher

PilotWings 64
Jumble Hopper

First, you must get to the third stage of the Jumble Hopper event. When you begin this stage, jump between the building you start on and the building in front of your starting position. The aim is to get through the doorway of the bluish-green building. This is best done by jumping against the building across from it, and landing right next to the open doorway. This is very difficult to do and requires a lot of practice. Once you have mastered this, you will be able to jump into the hallway (with much difficulty) and follow the path until it leads out into the street. Once you reach the street, you will notice that you have warped into New York! This is not very far from the goal. If you are good enough, you will be able to get a near-perfect score (depending on how many points were taken off during your journey).

Quake 64
Debug Menu

Go to the Load Screen from the Main Menu. When asked for a Controller Pak, choose "Do Not Use Pak." The Password Screen will appear. Enter all **Q's** for your password. It should say that you have entered an Invalid Password. Now press **8** to exit. Go into the Options Screen and "Debug" will appear above the other options! Go into this new option to pick Start Map, God Mode, Weapons and Target (enemies can't see you).

Rampage: World Tour
Level Select

At the Character Select Screen, hold **L** and all four **C** buttons until you hear a noise. Now press Start. When the screen that shows the level you're about to play appears, press Left and Right to change the city or press Up and Down to change the country.

Robotron 64
Various Game Cheats

Enter the codes on the Main Screen.

50 Extra Lives: **Up, Up, Down, Down, Left, Right, Left, Right, Lett-C, Right-C, Lett-C, Right-C**

Level Select (find the results in the Setup Menu): **Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C**

Rush 2: Extreme Racing USA
Cheat Menu and More

Cheat Menu: At the Setup Screen, hold L+R+Z. While holding these, press all four C-Buttons. A "Cheat" Menu will appear.

Massive Mass Cheat: In the Cheat Menu, highlight the Cheat and hold L+R and press Up-C, Down-C, Left-C, Right-C.

Killer Rats Cheat: In the Cheat Menu, highlight the Cheat and hold L+R and press Z, Z, Z, Z.

New York Cabs Cheat. In the Cheat Menu, highlight the Cheat and press R, L, Z, Up-C, Down-C, Up-C.

Resurrect In Place Cheat. In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.

Frame Scale Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Down-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

Tire Scaling Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Right-C. Then hold Z+Right-C, and press Left-C.

Auto-Abort Cheat: In the Cheat Menu, highlight the Cheat and quickly press Up-C four times.

Game Timer Cheat: In the Cheat Menu, highlight the Cheat and hold Z+Left-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

All Cheats

At the Setup Screen, hold **C-Up+C-Down+C-Left+C-Right+ L+R+Z**. The Cheat Menu will appear. Then go into the Cheat Menu, highlight any Cheat Option and press **L+R+Z+C-Up+C-Down+C-Left+C-Right** repeatedly until each cheat becomes selectable.

San Francisco Rush
Change Car Appearance

These codes are done on the Car Select Screen.

Back Tire Size: Press and hold **Right-C**, then **Left-C**, release and reverse.

Car Size: Press and hold **Down-C**, then **Up-C**, release, then press **Up-C**, then **Down-C**. Release to activate the code.

Drive Burning Hulk: Hold **Up-C** and press **Z, Z, Z, Z**.

Front Tire Size: Press and hold **Lett-C**, then **Right-C**. Release. Then press and hold **Right-C**, then **Left-C**. Release.

Turn Car Into Mine: Press **Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C**.

Secret Alcatraz Level

Go to the Start Game Menu and choose Circuit. Now on the Select Player Screen, choose the Just Play Option. The "Enter Code" Option will flash. Choose this option and put in this password as follows:

8DP5KG5L4G59P
G92WVCQY0DRDQ

After you enter this circuit-winning code, the Circuit Menu appears. Choose the option to Continue Circuit and let time run out while racing. You'll be rewarded with a Celebration Screen and the code to get the Formula 1 car. Now you're on your way to getting Alcatraz.

On the Car Select Screen: Hold **Left-C**, then **Z** and release them. Press **Left**. On the Setup Screen: Hold **Up-C**, then **Z** and release them. Press **Up**.

On the Car Select Screen: Hold **Down-C**, then **Z** and release them. Press **Down, L button, R button**. Now go back to the Select Track Screen and you will be able to choose Track 7, which is the Alcatraz Track!

Shadows of the Empire
More Powerful Debug Code

This difficult code requires one very flexible gamer—or two people—to work. First, enter your name as: **_Wampa_ _Stompa** (One space before Wampa, two spaces before Stompa)

Begin playing a level, press **Start** to pause. Now press and hold the following buttons simultaneously: **L button, R button, Up-C, Down-C, Left-C, Right-C, Z** and **Lett** on the D-pad. With all of these held (here comes the tricky part), press the **Analog Stick halfway to the Left** and wait until you hear a low beep. Now press **halfway to the Right** and wait for the low beep again. Press **halfway to the Left** again and wait for the beep, and then again **halfway Right**. Do it once more **halfway Lett**. If done properly, you should see pink text above all the other options on the top of the screen.

Use the **L** and **R buttons** or **Left** and **Right** on the D-pad to switch between the available Debugging Options such as Invincibility, 50 lives, get all stuff, antialiasing, texture, lighting, fog, next level, kill Dash and much more!

Resume your game to take advantage of any of the Debug Options. To get the Debug Menu again, pause the game and press **L button, R button, Up-C, Down-C, Left-C, Right-C, Z**, and **Left** on the D-pad. With all of these held, hold halfway **Left** on the Analog Stick and the debug text will reappear.

WCW Nitro

All Wrestlers, Extra Rings and Balloon Heads

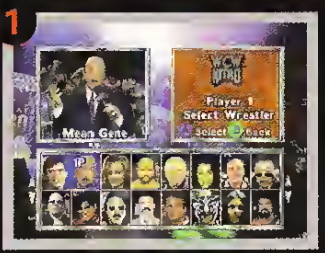
All of these codes are to be entered at the Title Screen.

1 All Wrestlers
Right-C (4X), Left-C (4X), R (4X), L (4X), Z

2 Extra Rings
Left-C, L, Right-C, R, Left-C, L, Right-C, R, Z

Balloon Heads (Damage to wrestlers makes their heads swell) Press Left-C (7x), L, Z.

1



2



Nintendo 64 Codes

South Park

All Characters in Multiplayer

From the Main Menu Screen, choose the Enter Cheat Option.
On the Secret Decoder Screen, enter **OMGTKKYB** as your code, and then press button **B**. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the Character Select Option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!

Ultimate Cheat and More

To activate the ultimate cheat (all the cheats in the game) enter: **BOBBYBIRO**
For Level Select enter: **THEEARTHMOVEO**
For Skinny Characters enter: **VEGGIEHEAVEN**
For Big Headed Characters enter: **MEGGANOGGIN**
For Credit Cheat (No game is without it!) enter: **SCREWYOUGUYS**
For Infinite ammo, enter the password: **FATTERKNACKER**
For All Weapons, enter the password: **FATKNACKER**
For Invincibility, enter the password: **ASSMAN**
For Pen and Ink Mode, enter the password: **PLANEARIUM.**

Space Station Silicon Valley

Hidden Level

From the Saved Game Select Screen, press: **Oown, Up, Z button, L button, Oown, Left, Z button, Oown**. If you did it correctly, you will hear a "ping" sound. If not, keep trying until you hear it. Select your saved game and the Zone Select ring will appear. Press **Left** to back up one zone and you will see the hidden level!

Star Wars: Rogue Squadron

Many Cheats

Luke Gets A New Head Code: At the Passcodes Screen enter **HARDROCK**. Then go back to the Main Screen and wait until the demo begins. Once it starts, press A to go back to the Main Screen. A man with a beard will be pasted on top of Luke's head!
Fly the Millennium Falcon: At the Passcodes Screen enter **FARMBOY.**
Fly the TIE Interceptor: At the Passcodes Screen enter **TIEOUP.**
The TIE Interceptor is hidden behind the Millennium Falcon. After you have entered both the Millennium Falcon Cheat and the TIE Interceptor Cheat, go over to the Millennium Falcon then press Up on the Analog Stick. The camera will pan around to the TIE Interceptor! All power-ups. At the Passcodes Screen enter **TOUGHGUY**

Super Mario 64

Baby Penguin

There are a great many fun things you can do with the baby penguin that you find on the top of Stage 4. One of the strangest things you can do is perform a dive while he is around you. Once you do this, he will mimic you and slide on the ground as well. If you're good enough, you can make him slide with you down the ice slope, but it's very hard to do.
Another tidbit on the baby penguin is a quick shortcut to get right to the mother. Once you grab the penguin, jump off the ledge containing the starting point of the ice slide. The snow will break your fall on the ground, so don't worry about damage. Just pick up the baby again, and then proceed straight to the mother, who shouldn't be too far away from where you will land.

Red Slide Trick

When on the upper level of the castle, enter door #1. Then jump into the right window with the Princess on it. You will enter the Red Slide Level. Slide down through the tunnel. When you come to the yellow barrier, jump and dive over it on the left side. You should land on the lower part of the slide and continue on sliding to the end. This will save you time in trying for the Secret Star!

No Obstacles

Just before you enter Course 14, there is the grandfather clock. You go up to it and wait until the hands are at one o'clock. At that very moment, enter the level. If the trick was done correctly, all the obstacles throughout the course will be turned off. This makes things a little easier for you to maneuver around without thinking about what will disable you from continuing on.

Turtle Shell Tactics

The turtle shell is a nice way to get around. However, there are many facts about the shell that not too many know about. While in the Lava Stage, you can get several 1-Ups by traveling on the lava. Remember, though, it is only obtainable on stars 1-5. It can travel on the quicksand on the Desert Stage, or water surfaces. By rapidly jumping on steep surfaces, any surface can be climbed using the turtle shell, making it totally possible to go anywhere on any stage.

Tetrisphere

Various Cheats

Go to the New Name Screen and press **L, Right-C, Oown-C** to bring up the secret characters for use on the Password Screen. Use **A** to select the letters. Now enter the following cheat codes for various results:
A Hidden Lines Game: **LINES**
View the Credits: **CREDITS**
Secret Music: **G(alienhead)MEBOY**
Level Select (from secret characters): **Saturn, Spaceship, Rocket, Heart, Skull**

Top Gear Rally

Many Cheats

Here are various cheats and secrets. These first two codes must be done while in a race.
PlayStation Mode: B, L, R, U, L, Z, R
Rainbow Mode: C Down, Z, B, U, U, R
Car Color Changes: Before you select your car, hold down the L and R Shoulder buttons and all four C buttons, and press either Up or Down. After you do that hold the L and R shoulder buttons, either Up or Down on the control pad and press any C button.
Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower C button at the Car Selection Screen.

Turok: Dinosaur Hunter

The Big Cheat

This code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows: **NTHGTHOGOCRTOTRK.** Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!

Many Cheat Codes

On the Title Screen with the menu, either choose Start Game or Enter Cheat. If you begin playing your game, press Start to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, put in any of the following codes:
CMGTSMMGGTS: This code gives you all the weapons.
BLLTSRRFRNO: The code gives you unlimited ammunition.
FRTHSTHTTRLSCK: Unlimited lives are at your disposal.

Robins Cheat

Begin playing your game and press Start. A Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter RBNSMTH. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited ammo, all weapons and even a new Big Head Mode, where many of the enemies in the game have huge heads and lower voices!

Turok 2: Seeds of Evil

Hidden Stage and Cool Colors

Enter any of these codes at the Enter Cheat Option on the Main Menu Screen, or when paused, access the Enter Cheat Option and enter a code.
Access the Cheats Option to turn on the cheats of your choice.
To get Big Head Mode enter: **UBERNOOOLE**
To get Stick Mode enter: **HOLASTICKBOY**
To get Big Hands and Feet Mode enter: **STOMPEM**
To get Tiny Mode enter: **PIPSQUEAK**
To get Pen and Ink Mode enter: **IGOTABFA**
To get Gouraud Mode enter: **WHATSATEXTUREMAP**
To access Juan's cheat enter: **HEEERESJUAN**
To access Zach's cheat enter: **AAHGOO**
To access the Blackout cheat enter: **LIGHTSOUT**
To make your characters wear frooty stripes enter: **FROOTSTRIPE**

Unlock All Cheats

To unlock every cheat in the game, go to the Main Menu and access the "Enter Cheat" Option. Now enter the following code: **BEWAREOBLIVIONISATHANO**
This will unlock all the cheats! To activate any of them, go to the "CHEATS" section from the Main Menu to turn them on or off.

Virtual Pool 64

Rotate CPU Cue Stick

While the CPU is taking a shot, press **R** to change to the overhead view. Now you can rotate the CPU's stick to mess up its shot.

War Gods

Special Cheat Menu

As soon as the War Gods logo appears on the screen, use the directional pad and the buttons (not the analog joystick) to enter the following code very quickly: Right, Right, Right, B, B, A, A. If you did it quickly enough, you will hear the announcer say, "All too easy." At the Main Menu (Start/Options) Screen, highlight Options and enter it. A new option will be available called "Cheat Menu." Choose this menu to get a new screen filled with options such as a level select, timer option and skill levels for players one and two. Depending on the length of these meters, your life meter in the game will either go down slower or quicker. Also, easy fatalities will be available. When you are about to finish your opponent, make sure to stand the correct distance with your character, and press A+B+Top C+Right C buttons simultaneously for the fatality.

Wayne Gretzky Hockey '98

Get Bonus Teams

Go to the Options Screen. Hold **L button** and press **C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Right, C-Left, C-Left.** If done correctly, the new teams will be available right away.

Choose Your Opponent

Highlight the team you want to play against and press **C-Right** three times. If done correctly, you will hear a click.

Nonstop Fighting

At the Options Screen hold the L button and press **C-Right, C-Left, C-Left, C-Right, C-Oown, C-Up, C-Up, C-Oown, C-Left, C-Right, C-Right, C-Left, C-Right, C-Left.** If done right, you'll get in a fight every five to 20 seconds.

Wetrix

Change Floor Sets

If you complete all 16 practice rounds, the background color of the Main Screen will change to red. Go to the Options Screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

World Cup '98

Hidden Team

From the Team Select, access the Team Management Option. On this screen, choose the "Customize Player" Option. Type **BuryFC** as a name of any player. The names of the England team then become Creations football team and development team for World Cup.

Grand Slam CODES

MLB Featuring Ken Griffey, Jr.

Unhittable Pitch

Place the crosshair anywhere inside the strike zone except inside the yellow hitting circle. Holding the crosshair where you want it, press and hold the Z button and then press the Left, Right or Up-C button to look at one of the bases. Release the Z button first and then the Up-C button and then the screen should go back to looking at the batter. There will be no crosshair or hitting circle. Now throw the pitch you want and the computer will swing and miss or watch it go by for a strike. It is suggested that you throw change-ups so your pitcher will not get tired.

Mike Piazza's Strike Zone

Various Cheats

Alternate Skies: Enter L, R, L, R at "Today's Game Screen." Now enter Right-C, A, Z, Up-C, L, R, Z for alternate skies.
Aluminum Bats: Go to the "Today's Game Screen" and enter L, R, L, R, then press R, A, Z, B, A, L, L for Aluminum Bats.
Colorful Bats: Go to the "Today's Game Screen" and enter L, R, L, R. Then: R, down, B, A, Right for red bats B, L, B, A, Right for blue bats.
Crazy Ball: Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Right-C, A, Z, B, A, L, L.
Crazy Pitch: Go to the "Today's Game Screen" and enter L, R, L, R. Now do this Right-C, A, Z, Up-C, R, B for Crazy Pitch.
Thumb Stadium: Go to the "Today's Game Screen" and enter L, R, L, R, then right (D-pad), A, Up-C, L, A.
Easy Home Runs: Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Press L, A, Down (D-pad), R to always hit a home run.



GameShark CODES

Akuji: The Heartless
GameShark Codes

Extra Spell Ammo 80091c240001
Extra Health 800698 1e2400
Enable All Levels 800c4704000f

Bug's Life
GameShark Codes

Infinite Health 800a65940004
9 Lives and 50 Grain 800a65a03209
Flik 300a65a2000f

Civilization 2
GameShark Codes

Infinite Money Americans, Chinese, Persians 801191ec7530
Infinite Money Aztecs, Egyptians, Spanish 80118c747530
Infinite Money Babylonians, Japanese, Zulus 801181847530
Infinite Money Carthaginians, Greeks, English 801197647530
Infinite Money Celts, Romans, Russians 80117c0c7530
Infinite Money French, Germans, Vikings 801186fc753a
Infinite Money Indians, Mongols, Sioux 80119cdc7530

Contender
GameShark Codes

Infinite Health & Stamina P1
d00669d40000
800669d40050
d00669d60000
800669d63241
d0066a1c0000
80066a1c000e
d0066a1e0000
80066a1e1420
Infinite Health & Stamina P2
d00669d40000
800669d40050
d00669d60000
800669d63241
d0066a1c0000
80066a1c000e
d0066a1e0000
80066a1e1020

Destraga
GameShark Codes

Full Magic P1800c99460708
Full Magic P2 800c9b220708
Infinite Health P2 800c9b2000c8
Infinite Health P1 800c994400c8
No Health P1 800c99440000
No Health P2 800c9b200000
No Magic P1 800c99460000
No Magic P2 800c9b220000

K-1 Revenge
GameShark Codes

Extra Characters 800bb2b4000f
High Stamina P1 800bb2c001ff
High Stamina P2 800bb2c401ff
Infinite Creation Points 800c05440002
Low Health P2 800bb2d40000
Low Stamina P1 800bb2c00000
Low Stamina P2 800bb2c40000

Adventures of Lomax
Level Select and Flying Trick

This is a great cheat to allow you to skip Lomax to various levels in the game. To do this, press Down+Start when in a game. This will pause the game. Now, hold Up and hit buttons: Triangle, Circle, X and Square. A small number should appear on the left side of the screen. This is the Level Select. Change the levels by pressing L1+Select. Then hit L1+Start when you want to choose that level. Plus, here's an added bonus! Lomax will also have the ability to fly around the screen by pressing L1+Square. This can only be done after the Level code is active. By flying around you can get to places that are hard to reach. Just press L1+ Square again to come back down, just watch where you end up landing though!

Level Passwords

The following passwords entered at the Password Screen, will access the levels throughout the game. Use this key to figure out the following level codes.
KEY: T = Triangle button X = X button
C = Circle button S = Square button
First World
Level 2: C, C, C, T, X, S, C, X
Level 3: S, C, S, T, X, S, C, X
Level 4: X, C, X, T, X, S, C, X
Level 5: T, T, T, C, X, S, C, X
Level 6: C, T, C, C, X, S, C, X
Second World
Level 7: S, T, S, C, X, S, C, X
Level 8: X, T, X, C, X, S, C, X
Level 9: T, X, T, S, X, S, C, X
Level 10: C, X, C, S, X, S, C, X
Level 11: S, X, S, S, X, S, C, X
Level 12: X, X, X, S, X, S, C, X
Level 13: T, S, T, X, X, S, C, X
Third World
Level 14: C, S, C, X, X, S, C, X
Level 15: S, S, S, X, X, S, C, X
Level 16: X, S, X, X, X, S, C, X
Level 17: C, C, T, T, S, S, C, X
Level 18: T, C, C, T, S, S, C, X
Final World
Level 19: X, C, S, T, S, S, C, X
Level 20: S, C, X, T, S, S, C, X
Level 21: C, T, T, C, S, S, C, X

Agile Warrior F-IIIX
Incredible Codes

Any and all of these codes may be entered in the middle of any game. Just press Start to pause and enter the codes as shown:
B1 Airstrike: Left, Square button four times, Up, Triangle button three times, Right, Circle, Down, X six times
Mesh Fog Editor: Left, Square button four times, Up, Triangle button three times, Right, Circle, Down, X, Down three times, Triangle button three times
Overhead Map Transparency: Left, Square four times, Up, Triangle three times, Right, Circle, Down, X, Circle five times
Hover Mode - Left, Square button four times, Up, Triangle button three times, Right, Circle, Down, X, Triangle three times, X

More Codes

Pause the game and then enter these codes for various results:
Debug Info Toggle: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, L2, R2
Overhead Camera: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Up, Down, Left, Right
Long Camera Views: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, X, X, X, Circle, X, X, X
Mission Complete: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Triangle, Triangle, Triangle, Down, Down, Down
Enable Ground Crash: Left, Square button four times, Up, Triangle three times, Right, Circle, Down, X, Square, X, X, Square

Alien Trilogy
Cheat Menu

Go to the Password Screen and enter the code: 1G0TP1NK8C1DB00TS0N. Then choose Accept and go back to the Title Screen. Enter the Cheats Option to choose the cheats you wish to use during your game, such as Unlimited ammo and Invincibility!

Level Select

At the Title Screen, access Options and press Start. Move down to the Enter Password Option and choose it. On the Password Entry Screen, put in the letters, G0LVL and the number of the level you want to access. The levels go up to 34, and 35 is the ending cinema. Don't access 35 if you do not want to see the ending of the game. After entering the password, move down and choose Accept. The screen will say, "Cheats Activated."

Andretti Racing
Hidden Cars

Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as: GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. Then at the next screen choose from several performance cars with incredible records!

Extra Car Options

Just begin a race and then press Start to pause. Select the option, "Race Statistics" and then press and hold buttons: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Apocalypse
Cheats and Codes

To enable cheats, pause the game and hold down the **L1 button** and then input the code:
Invincibility - **Down, Up, Left, Left, Triangle, Up, Right, Down**
All Weapons - **Square, Circle, Up, Down, X, Square**
Unlock Levels - **Triangle, Up, X, Down**
Debug Info Cheat - **Down, Down, Triangle**
Area Select - **Square, Circle, X**
Infinite Lives - **Triangle, Circle, X, Square**
Full Health - **X, Triangle, Circle.**
Skip Check Points - **Triangle, Square, Circle, X.**

Arcade's Greatest Hits: The Atari Collection Vol. 1
Tempest Level Skip

There is a trick within the game, Tempest, on Arcade's Greatest Hits: The Atari Collection 1. After the beginning cinema has ended, select the Tempest arcade game. After it has loaded and you get to the demo/high scores of the game, press Select for the menu. Move down, highlight and choose "Game Options." Put Demonstration Mode On and press X button to accept. Back on the menu, start a one- or two-player game by choosing one of those options and pressing X. Now when your game begins, press L1 or R1 to skip levels. Pausing the game and then pressing Start again will also skip the level.

Here's also a quick tip to rush through all the levels. Hold the Fire button and L1 or R1 simultaneously. By holding the Fire button, you will kill any enemies or spikes that appear in your way while warping through the level. Caution: Don't circle the grid when rapidly warping or you will be guaranteed to get hit by the spikes in later levels.

Area 51
Krohn Hunter

In order to play a game as a Krohn Hunter, just begin a game and shoot the first three members of the S.T.A.R. squad. The second will be running across the screen and is the most difficult of the three. If done correctly, "Krohn Hunter" will appear at the top just after you shoot the third guy. The screen will then turn green as you are now looking through the eyes of the Alien!

Armored Core: Project Phantasma
Views, Names and Emblems

Fixed Camera:
Press and hold the **Circle+X buttons** simultaneously. While doing this, press **Start**. Press **Start** again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.
Cockpit View:
Press and hold the **Triangle+Square buttons** down simultaneously. While doing this press **Start**. Press **Start** again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.
Change Pilot's Name:
With "A.C. Name Entry" highlighted, press and hold the **Select button**. Then press the **X button**. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper:
While in "Edit Emblem," press and hold the **L1** and **R1 buttons** and then press **Select**. The selected emblem will now be tiled over the background.

Asteroids
Cool Asteroids Codes

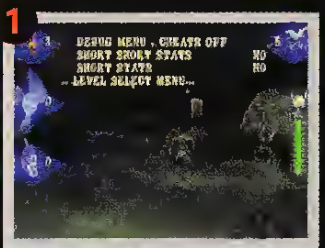
On the Title Screen when "Press Start" is flashing, press and hold the **Select** button and press the following buttons in this order for the results as shown:
Unlock Classic Asteroids - Circle, Circle, Circle, Triangle, Square, Square, Circle
Unlock the Fourth Ship - Triangle, Circle, Circle, Triangle, Square, Circle, Square
Level Select - Square, Triangle, Circle, Triangle, Triangle, Square, Circle. Once you are in a game, you can change levels, zones and turn the collision off by simultaneously pressing Select+Start and then choosing the option you want and pressing L1 to activate that cheat.
Classic Asteroids Codes - The following codes will work once you pause in the middle

Akuji: The Heartless
Debug and Invincibility

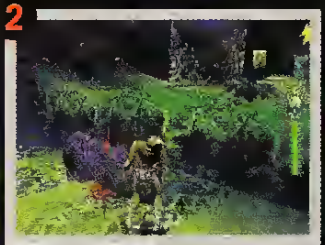
1 Debug Mode
Press Start to pause the game then hold **L2** or **R2** and press **Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right**. Then press X for the Debug Menu to appear. You can choose many options, including your starting level!

2 Invincibility
Press Start to pause the game, then hold **L2** or **R2** and press **Right, Right, Left, Triangle, X, Up, Circle, Left**. Akuji will be invulnerable to all hits.

1



2



of the classic asteroids game.
Add One Life: Up, Down, Left, Right, Circle, Square, Y, Triangle
99 Lives - Up, X, Down, Triangle, Left, Square, Right, Circle
Invincibility - Down, Down, Up, Up, Circle, Square, Triangle, Triangle

Auto Destruct

Several Cheats

To use any of these codes, go to the Cheat Menu. To do that pause the game while in a mission and press **Up, Down, Left, Right, Down, Right, L1, R1, R1.** After you do that, enter these codes to get the following effects:
Extra Nitros. Press **L1, Circle, Down, L1, Up, Square, Circle, R1.** Then press the Nitros Option to get one more nitro each press.
Extra Money. Press **L1, R1, Up, Circle, Down, Square, Right, R1, L1.**
Add Minute to time. Press **Down, L1, L1, Circle, Circle, R1, Up, Square, L1.** Then press the Add Minute Option to get an extra minute.
Invincibility. Press **L1** four times, **Left, Circle, Circle, Square, L1.**
Infinite Fuel. Press **L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down.**
Car Tuneup Menu. Press **L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1.** Then press the Car Tuneup Option on to modify your car.
New York Time Trial. Press **L1, Right, Down, Left, Up, R1.**
Subway Time Trial. At the Main Menu Screen, press **L1, Left, L1, R1, Right, R1.** Now access the Time Trials Option and a new Subway Option.
Debug Mode. In the middle of the game, press **Start** to pause. Now press the following: **Up, Right, Left, Down, Circle, L1, R1, R1, L1, Circle, Down, Left, Right, Up.** You'll hear a sound and the words "Debug Configuration" will appear underneath the Quit Game Option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text and Collisions!

Battle Arena Toshinden

Various Codes

Self-Camera Control: To set your camera controls to your top four buttons, go to the Options Screen and set your controls so they read, "Not Use." Change the camera action to Yourself and set the keys to Camera X and Y. If you have two controllers, pause and hit Select on controller one to let you zoom, and Select on controller two to advance each frame. To Remove the Pause Options and life bars, pause and hold all four fire buttons. Hit Select twice to remove them. Play as Gaia/Sho and Auto-Specials: You must first input the Gaia code as the options are flying in at the Title Screen (Down, Down-Left, Left+Square button). You'll hear the word, "Fight!" The text will turn pink. Choose a 1P Game. Pick any character (choose Gaia by highlighting Eiji, holding Up and pressing any button (Square, Circle, Triangle or X button). Start a fight, then pause with the Start button. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While they are doing this, take controller two and press Left, Right, Left, Right, Left, Square button. You'll hear the word, "Fight!" The text will turn light blue. This will allow you to play as the last Boss, Sho! Either player (or both) can highlight Kayin and hold Down on the controller. Now press one of the buttons to choose him. Begin another match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While the lines are flying in, take controller one and press Diagonally Down-Left and X at the same time. You will hear the word, "Fantastic!" The text will turn white. Again, start a match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While the lines are flying in, take controller two once more and press Left, Right, Left, Right, Left, Square button. You'll hear the word, "Fantastic!" The text will turn yellow. Now you can go to the Options and put automatic special moves on the top buttons on any difficulty level. In the game, hold the Select button and press the L1, L2, R1, R2 simultaneously to do your Super Special move!

Battle Arena Toshinden 2

Boss Codes

To access Master/Uranus: As the Options fly in together at the Main Title Screen, quickly enter: R1, L2, X, L1, R2, Circle on the first controller. A chime should then sound, and the yellow box should then turn to blue, if done correctly. Choose the Bosses at the Player Select Screen by highlighting the Random Select box. Press and hold the Select button to slow things down. Uranus and Master should now be selectable! After this code is entered, you can enter the second Boss code. Press Start and go to Reset. Choose Yes.
To access Sho/Vermilion: As the Options fly in together at the Main Title Screen, quickly enter: Circle, R2, L1, X, L2, R1 on the second controller. A chime should then sound and the blue box should turn red, if done correctly. Choose these bosses at the Player Select screen by highlighting the Random Select box.

Specials on High Difficulty

There is a way to keep your special moves on your top buttons past Level Three on the difficulty setting. To do this, highlight Option from the Title Screen. In the Option Screen, set the difficulty to three. Take the second player's controller and set the controls to all specials. Next, take the first player's controller and change the difficulty level up to any level you want. Player two will retain his/her specials throughout the harder levels. Now you must start a game and use controller two to pick your character in a one-player game. In a two-player game, player two will retain his/her specials on the top four buttons. Now you should be able to utilize your specials with the touch of a button and it will be easier to defeat the game on the higher difficulty settings.

Battle Arena Toshinden 3

Infinite Soul Bombs

Just begin a match and then press Start to pause. Then enter the "KeyConfig" Option and change your L1, L2, R1 or R2 keys to soul bombs. Then go back into your game, press the button you configured as "Soul Bomb" and press X at the same time. This will activate the "Soul Bomb." By continuously doing this procedure you can perform as many Soul Bombs as you'd like to keep your opponent from even laying a hand on you!

Random Select

Just go to the Character Select Screen, then press and hold the top four buttons on your controller. Once you let go, the computer will choose your next character.

Bomberman World

Stage and Cheat Codes

Just enter the following codes at the Password Screen to enable the codes:

Level Codes:

Stage 1-1: 2180	Stage 1-2: 1986
Stage 1-3: 1910	Stage 1-4: 2911
Stage 1-5: 1060	Stage 2-1: 2008
Stage 2-2: 0718	Stage 2-3: 1704
Stage 2-4: 1401	Stage 2-5: 2701
Stage 3-1: 0902	Stage 3-2: 0209
Stage 3-3: 2713	Stage 3-4: 1068
Stage 3-5: 3639	Stage 4-1: 9174
Stage 4-2: 0648	Stage 4-3: 2736
Stage 4-4: 0588	Stage 4-5: 1891
Stage 5-1: 6235	Stage 5-2: 2238
Stage 5-3: 1207	Stage 5-4: 3021
Stage 5-5: 0351	

Full Power:
Stage 1: 1197 Stage 2: 1418
Stage 3: 7310 Stage 4: 2777
Stage 5: 3623

Pure War: 1622
Crazy Blocks: 6833
Battle Megamix: 8686
Extra Battle Stages: 3636

Beast Wars

Power-Up Weapons and Mission Skip

There are a couple of tricks you can do while you are in a mission to help you out right from

Eliminator

Various Cheats

Enter these cheats from within the ID Selection Screen in the menu.

Secret Level: Cheat word **"WAKYLEVL"**. When the secret level is activated all other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the Secret Boss Level.
Invulnerability: Cheat word **"CLEVALAD"**. When Invulnerability is flagged the player will not take any damage. (Do not have the shield effect on when using this cheat.)
Max Primary Weapons: Cheat word **"GUNCRAZY"**. When the Maximum Primary Weapons cheat is activated, all primary weapons will be at full strength.
Max Secondary Weapons: Cheat word **"MAXMEOUT"**. When the Maximum Secondary Weapons cheat is activated, all secondary weapons have an ammo limit of 99.
Cadillac Car: Cheat word **"NEWWEELS"**. When the cheat car is flagged, an extra car is added to the in-game "Ship Select" Screen. The player can now choose Caddi, which will be set up with the best setting a ship can have.
Max Out Time: Cheat word **"WAITABIT"**. On collection of each time pickup, you will be given 10 minutes, regardless of what time the pickups actually show.

1



2



GameShark CODES

March Madness '99

GameShark Codes

Infinite Creation Points: 8013e1480259
Full Momentum Home Team: 80122b900063
Full Momentum Away Team: 80122b900000

MSH vs Street Fighter

GameShark Codes

Infinite Health P1: 800707b20090, 800700da0090
Infinite Health P2: 800707b60090, 800711640090
No Health P1: 800707b20000, 800700da0000
No Health P2: 800707b60000, 800711640000

NCAA Football '99

GameShark Codes

All Extra Teams and Stadiums:
8007e31cffff 8007e31effff
8007e320ffff 8007e322ffff
8007e324ffff 8007e3260003

Nectaris: Military Madness

GameShark Codes

Unit 1 Max. Experience: 80148b4807ff
Unit 2 Max. Experience: 80148b4a07ff
Unit 3 Max. Experience: 80148b4c07ff

Oddworld: Abe's Exoddus

GameShark Codes

Extra Escapees: 800b2d380005
No Casualties: 800b47840000

D.D.T.

GameShark Codes

Infinite Ammo P1: 300aa04a0064, 300aa0520064, 300aa05a0064, 300aa0620064
Infinite Health P1: 800a9ec00064

Rival Schools

GameShark Codes

Infinite Health P1: 801efa0200c8
Max Power P1: 801efc180900
Infinite Health P2: 801efe0200c8
Max Power P2: 801f00180900

SaGa Frontier

GameShark Codes

Infinite LP in Battle: 8001d8300063
Infinite Magic Points in Battle: 8001d83803e7
Infinite Attack Points in Battle: 8001d83403e7
Infinite Credits: 80012808ffff

Silent Hill

GameShark Codes

0:00:00 Timer: 800bcc840000, 800bcc860000
Always First Save: 800bcada0000
Press [Select] Health Restore: d00bc76c0001, d00bc76c0001, 800ba0be0006

GameShark CODES

Soul Blade–Greatest Hits
GameShark Codes
Infinite Health P1: 800c017a00f0
Infinite Health P2: 800c30b200f0
Infinite Power Moves P1: 800c02d60060
Infinite Power Moves P2: 800c320e0060
Low Health P1: 800c01720000
Low Health P2: 800c30b20000
No Power Moves P1: 800c02d60000
No Power Moves P2: 800c320e0000

Streak
GameShark Codes
Infinite Turbo: 801b5b844000

Tenchu
GameShark Codes
Resurrection Leaf:
300104160063 300104360063
Chameleon Spell:
300104170063 300104370063
Protection Amulet:
300104180063 300104380063
Lightfoot Scroll:
300104190063 300104390063
Fire Eater Scroll:
3001041d0063 3001043d0063
Decoy Whistle:
3001041e0063 3001043e0063
No Carry Limit:
d01ffdf80002 801ffdf80000
Dog Bones:
3001041c0063 3001043c0063
Infinite Health:
d000e226800b 8001d2d62411
d000e226800b 8001dcc22411

Uprising X
GameShark Codes
All Weapons and Ammo:
801907f60063 801907f80063
801907fa0063 801907fc0063
801907fe0063

WCW/nWo Thunder
GameShark Codes
Enable Ric Flair: 30079fb10001
Enable Uncle Monkey: 30079fc80001
Enable Johnny Grunge: 30079fb20001
Enable Rocco Rock: 30079fb30001
Enable Glacier: 30079fb40001
Enable Dudeman: 30079fc90001
Enable John: 30079fca0001
Enable Chicken Boy: 30079fcb0001
Enable Dynamite Johnny: 30079fcc0001
Enable Benji: 30079fcd0001
Enable Wrestling Matt: 30079fce0001
Enable Larry Zbysko: 30079fa70001
Enable Jimmy Hart: 30079fab0001
Enable Psychosis: 30079fae0001
Enable Juventud Guerrera: 30079faf0001
Enable Rick Fuller: 30079fb00001
Enable M.C. Myque: 30079fd20001
Enable Dave Hoffman: 30079fd30001
Enable Leland Mah: 30079fd40001
Enable Sanders: 30079fd50001
Enable Donn Nauert: 30079fd60001
Enable Jym Killy: 30079fd70001

the start. You have to do these codes quickly to pull them off.
To power up weapons:
Pause the game, hold L2 and quickly press Up, Down, Left, Right, Triangle, X, Square.
Continue to hold L2 and unpause the game.
To complete the current mission:
Pause the game, hold L2 and quickly press Up, Down, Left, Right, Triangle, X, X, Triangle, Right, Left, Down, Up. Continue to hold L2 and unpause the game.

Beyond the Beyond
Hidden Intro
To find the hidden introduction sequence in the game, hold Up on the directional pad and Triangle at the same time at the Camelot Software logo. If you do it correctly, you will see a computer-generated sequence after the logo, showing the main character Bandore and more.

Black Dawn
Many Cheats
Here are several cheats to enter during the game. To access a Two-player Mode (where it's you against your buddy), go to the Main Title Screen and press Select+R2 on both controllers at the same time. You should hear a sound, if done correctly. Go into the Options Menu and back to the Main Title Screen. You should find a Two-player Option that will let you play in an exciting Deathmatch Mode. To enable the in-game cheats, begin a game and pause. Then press Select, L2, Select, R2 and enter any of the following for various results.
Max Fuel/Ammo: Triangle, Triangle, Triangle, Circle
Max Weapons: L1, L2, R1, R2
Summon Wingman: Square, Square, Square, Circle
Mission Complete: Triangle, Triangle, Triangle, Down, Down, Down
Upgrade Current Weapon: L1, L1, R1, R1
Screen Toggle: Down, R1, R2. You should hear, "Way to Go!" if entered correctly.

Bust A Move 4
Another World
You'll get an entirely new set of levels when you enter this code.
At the Title Screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the Game Menu, choose Puzzle and then pick Arcade. Choose your difficulty level and then you'll be able to play a plethora of new stages!

Buster Brothers Collection
Stage Select and Expert Mode
Use this method to get the Stage Select. After the Title Screen, press Start and you'll get to choose between three games. Choose "B. Buddies." Then pick "Games Start" on the next screen. After the Buster Buddies Title Screen appears, choose a one- or two-player game. On the Select Game Screen, go to Normal Game and hold Down on the pad. Then press X. After choosing your character, a Stage Select Screen will appear! You can choose any set of levels, even the end level which is 50! To get the expert levels, get to the Select Game Screen again and move to the Normal game. Using controller one and two, press and hold the X button on both controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds!

C: The Contra Adventure
Many Cheat Codes
Input the combinations on the Main Menu Screen.
Level Select - Left, Up, Right, Square, Square, Triangle, Triangle, Down
Unlimited Lives - Up, Right, Square, Triangle, Right, Left, Square, Triangle
Unlimited SuperBombs - Square, Square, Right, Down, Down, Left, Square, Triangle
Super Machine Gun - Right, Right, Square, Triangle, Right, Left, Down, Down
Movie Player - Triangle, Triangle, Down, Square, Up, Up, Left, Triangle

Cart World Series
Special Password Cheats
These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results.
NIGHTRID - Drive at night
SPACERID - Tron-like tracks
GEK - You will race two laps in Season Mode
WHEELS - No body on your car
FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races)
RADBRAD - Tracks have more gravity than normal.
BANZAI - You won't collide with any other cars.

Circuit Breakers
Many Codes
All Tracks in One-player Mode
If you want to have all the tracks in One-player Mode, just start a race then pause the game. While paused, choose OPTIONS/SOUND then go to FX and press L1+L2.
Better Engine in Two-player Mode
When you're about to select a track, press X+Square+Triangle+Circle. A picture of an engine should appear at the bottom of the screen if you are successful.
Jumping Bean Cars in Multiplayer Mode
When you have chosen your vehicles and selected a circuit to race, you can enable this cheat. As soon as the circuit has loaded and the "3, 2, 1 GO" countdown has started, simultaneously press Circle and Left.
Race at Night
When you're about to select a track, just push L1+L2+R1+R2 to play at night.
Reverse Tracks in Multiplayer Mode
On the Circuit Selection Screen, choose the circuit you wish to race on and press Select. As the cars start to drive into the tunnel, quickly press and hold X and Square. While holding them down, press either Left or Right. If the cheat is successfully activated, the cars will spin around and drive into the tunnel backward.
Upside-Down Tracks
When you're about to select a track, press L2+R2+X+Down. A sweeping arrow should be drawn at the bottom of the info. panel.

Codename: Tenka
All Weapons, Level Warp
These cheats are sure to improve your progress in the game. Press Start to pause within your game and enter these codes.
All Weapons: Hold L1 and press Triangle, R1, Triangle, Square, R1, Circle, Square, Square. Then release L1.
Level Warp: Hold L2 and press Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle. Then release L2.

Colony Wars: Vengeance
Password Cheats
Here are some password cheats for Colony Wars 2 (all are case-sensitive):
Enter all at the Password Screen.
Invincibility: **Vampire**
All weapons: **Tornado**
Primary weapons available: **Dark Angel**
Infinite secondary weapons: **Chimera**
Infinite afterburners: **Avalanche**
Infinite money: **Hydra**
All ships: **Thunderchild**
FMV and Mission Select: **Demon**
All missions, all ships, infinite secondary weapons, etc.: **Blizzard**
Disable Cheats: **Stormlord**

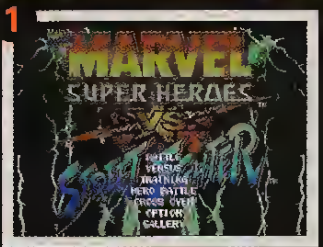
Cool Boarders 3
Cheat Names
Enter each cheat below as a name in Tournament Mode to get the various results.
WONITALL - Access to every course
OPEN_EM - Access every boarder and board
BIGHEADS - Get huge heads

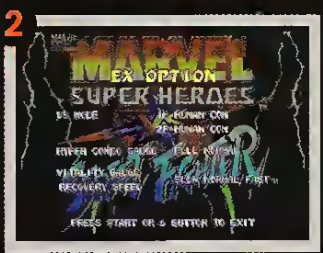
Crash Bandicoot
Infinite Weapons and Drop Pod
Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work.
Infinite Weapons: L1, R1, L1, R1, Up, Down, Left, Down
Drop Pod: L1, R1, L1, R1, Up, Down, Left, Up

Critical Depth
Infinite Weapons and Drop Pod
Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work.
Infinite Weapons: L1, R1, L1, R1, Up, Down, Left, Down
Drop Pod: L1, R1, L1, R1, Up, Down, Left, Up

Dark Forces
Cheat Menu and Level Passwords
In order to access the Cheat Menu, begin your game. During play, enter the code: Left, Circle, X, Right, Circle, X, Down, Circle, X. If done correctly, the Cheat Menu should appear. Now, select the options you wish to use in your game, by turning them green. For Level Skip, select the Game Won Option and then exit the menu and pause within the game. A new menu should appear with the option to advance to your Next Mission. The Level Passcodes are as follows: Level 2—Y7B5T7S183; Level 3—3WKKVMKHWZ; Level 4—9WJHBLCN00, Level S—8XKGBKDPZ1, Level 6—7YBKBJFL22; Level 7—Y7C4L7Q193, Level 8—X8D3L6R2C4, Level 9—W9F635SZB5; Level 10—VQ534T0F6, Level 11—NVHL4LFQ1R; Level 12—MYGM1KBR2S, Level 13—LXFN4JCSZT; Level 14—205F6HJT0V

Marvel Super Heroes vs. Street Fighter
Hidden EX Option
Start a new boxer in the Main Event.
1. On the Main Menu Screen, highlight Options and quickly press **R1, Circle, Left, Triangle, Triangle**
2. If you do it fast enough, you will reveal the hidden EX Option which will allow you to choose a full Hyper Combo Gauge, fast Vitality Recovery Speed and Human or Computer controlled Vs. Mode.

1


2


NHL '99

Views Arenas

1 Enter these passwords to do a "fly-by" of the following stadiums

ANA: Arrowhead Pond (Anaheim)
BOS: FleetCenter (Boston)
BUF: Marine Midland Arena (Buffalo)
CGY: Canadian Airlines Saddledome (Calgary)
CAR: Greensboro Coliseum (Carolina)
CHI: United Center (Chicago)
COL: McNichols Sports Arena (Colorado)
OAL: Reunion Arena (Dallas)
DET: Joe Louis Arena (Detroit)
EOM: Edmonton Coliseum (Edmonton)
FLO: Miami Arena (Florida)
LOS: Great Western Forum (Los Angeles)
MON: Molson Center (Montreal)
NAS or **NSH:** Nashville Arena (Nashville)
NYI: Nassau Veterans Memorial Coliseum (New York Islanders)
NYR: Madison Square Garden (New York Rangers)
OTT: Corel Center (Ottawa)
PHI: CoreState Center (Philadelphia)
PHO: America West Arena (Phoenix)
PIT: Civic Arena (Pittsburgh)
STL: Kiel Center (St. Louis)
TOR: Maple Leaf Gardens (Toronto)
VAN: GM Place (Vancouver)
WAS: MCI Center (Washington)

1



1



DarkStalkers 3

Secret Characters

Play as Male Shadow: At the Character Selection Screen, highlight the "?" box, press Select (five times), then press any button.

Play as Female (Marionette) Shadow: At the Character Selection Screen, highlight the "?" box, press Select (seven times), then press any button.

Play as Image Talbain: At the Character Selection Screen, highlight Gallon, hold Select then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon): At the Character Selection Screen, highlight Bishamon, hold Select then press any button.

Destruction Derby 2

Access All Tracks

Go into the Race Mode Screen and select either Wrecking Racing or Stock Car Racing. Then select "Championship" at the Race Type Screen. You will enter a Name Entry Screen. Here enter your name as "MACSrPOO" and then hit End. You should appear at the Main Screen and the Track Option will have a red cross through it. Go back into Race Mode and choose a mode and then a race type. Now, if you access the Track Select Option you should be able to choose from any of the tracks listed.

Duke Nukem: Time to Kill

Appearance and Cheat Codes

To change Duke and the enemy's appearance, pause the game and enter one of these codes:

Big Head Duke - R1, R1, R1, R1, R1, R1 R1, R1, R1, Up

Tiny Head Duke - R1, R1, R1, R1, R1, R1, R1, R1, R1, Down

Big Head Enemies - R1, R1, R1, R1, R1, R1, R1, R1, R1, Left

Note: If you have Big Head Duke and want it to be Tiny Head, then just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big.

Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo - L, R, L, R, Select, L, R, L, R, Select

All Weapons - L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

All Inventory - R1 x 5, L2 x 5

All Keys - Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

Invisible - L1, R1, L1, R1, L1, R1, L1, R1, L1, R1

Double Damage - L2, R2, L2, R2, L2, R2, L2, R2, L2, R2

Temporary Invulnerability - R1, L2, L1, L2, R1, L1, R1, L2, L1, L2

Super Weapons - Right, Right, Left, Right, Right, Left, Right, Right, Left, Select

Level Select

While playing, pause the game and press Down nine times and then press Up. It should say Level Select. Now quit the game, and on the Main Menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Einhänder

Default Gunpod Weapons

Here is a method for you to begin the game with gunpod weapons. First, start the game and get to a point in the game where you can get some gunpod weapons. Then you must intentionally die and use all of your lives. On the Continue Screen, let the counter go to zero. The "Game Over" Screen will appear. When the Title Screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons even if you die!

Fighting Force

Cheat Mode

At the Main Menu Screen, press and hold buttons L1, R2, Square, and Left (on the directional pad). Do this until "Cheat Mode" appears under Options. Now go into the Options Screen and you will see that the first two options will now let you select your level and invulnerability!

Frogger

Special Cheat Screen

These tricks will give you great cheats to help you along in the classic come back to life.

All Zones Open - Pause the game during play and press **Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle**

Infinite Lives - Pause the game during play and press **Right, Square, Triangle, Square, Triangle, X**

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

G Darius

Free Play

This method may take awhile, but it will gain you a way to get Free Play Mode! To do this, just play through the game multiple times and use up 100 credits in the process. After you do this, the next time you play, the text on the bottom of the screen will show that you have a Free Play! Now you can blow through the entire game without any worry of using up your continues!

Gex: Enter the Gecko

Debug Menu

Press **Start** to pause the game. Then hold **L2** or **R2** and press **Left, Circle, Up, Down, Right, Right, Left, Triangle, Up, Down**. You should hear a sound if you did the sequence correctly. Press **Start** to unpause and then press Select to bring up the Debug Menu! Move up and down the menu with the D-pad and access any of the cheat menus with **X**. You'll be treated to a Level Select Menu, Collectibles Menu, stats and more!

Ghost in the Shell

Special Cheat Screen

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

Heart of Darkness

All Levels and Cinemas

With the game off, make sure you have a controller in port two. Now hold down all **four Shoulder buttons**. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

Hot Shots Golf

All Characters and Courses

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the **L1+L2+R1+R2 buttons** simultaneously before the Title Screen appears. While holding these, go to the Title Screen. Immediately after the flash happens, press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left**. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

WELCOME

To the Main Event

Contender

Main Event Characters in Two Player Mode

Start a new boxer in the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer start a two-player match. At the Character Select Screen, press the Square button to pick any of the other boxers from your memory card.

K1 - The Arena Fighters

Boss Strength

Choose "Team Battle" from the Main Menu Screen. When the Character Select Screen appears, press **Up, Up, Down, Down, Left, Right, Left, Right, Start**. Master Ishii will appear to the right of the other fighters.

Strength Adjust: During a match, press Start to pause. Then press **L2, R1, L1, R1, L2, R1**. You will see numbers flashing on the left and right side. Use the directional pad to move the numbers up or down for each character so you can increase or decrease your chosen player's strength between 1 and 9.

Knockout Kings

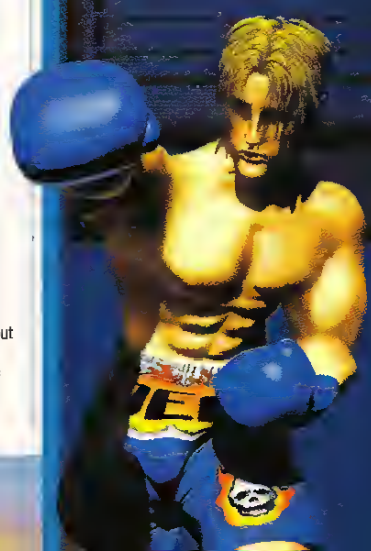
Multiple Codes

You must be very accurate to make these codes work. Make sure you hear a bell sound each time you enter a command (for the Bear and Big Head code). Once entered correctly, you'll hear a "whoosh" sound.

Box as a Bear:
At the Main Menu, press **Right+Square, Right+Triangle, Right+Circle, Right+X**. If you entered the code correctly, you will hear a sound. Then select any boxer to play as a bear.

Big Head Mode:
At the Main Menu, press **Left+Circle, Left+Triangle, Left+Square, Left+X**. If you entered the code correctly, you will hear a sound.

Regain Energy:
When given a choice to hit the heavy or speed bag between fights, hold **L1+L2+ R1+R2** to regain two to eight points of energy, depending on how long the buttons are held.



Get Your Groove On

Bust A Groove
Various Game Cheats

Dance Preview:
Finish the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu Screen. You will be able to view dance moves, mess with camera angles, etc. with any of the characters who completed the game. Make sure you save!

Alternate Characters:
Highlight a character from the Player Select Screen and hold the Select button. With Select held, press X. You'll get that character's alternate costume.

Parappa the Rappa
Best Ending

You must complete each level with a cool rating and you'll get a new level were you watch Sunny Funny and Katy Kat dance on a platform. Change the view with the D-pad, zoom in and out with R1 and L1, and change Katy's and Sunny's clothes with the Triangle and X buttons.

Spice World
New Title Screen, Big Spice Girls and New Dance Moves

New Title Screen
After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Triangle, Triangle, Circle. You will hear a cheer. Let go of the buttons and press L1+R1+L2+R2+Start+Select at the same time. This will reset the machine and then show the Spice Girls covered up only by the backs of chairs!

Big Spice Girls
After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Square, Circle, Square.

New Moves
After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Square, Triangle, Circle, Triangle. Now there will be new moves at the studio.



Impact Racing
Many Cheats

The following are several passwords that will grant you different results, such as Invincibility, Weapons and more! Just go to the Password screen and enter these codes.

For Invincibility enter: I.AM.IMORTAL
For Infinite Weapons enter: LOADSOFSTUFF
To Gain All Weapons enter: ALL.TOOLEDUP
For Level Skip enter: RABBITBADGER
For Final Level enter: ENDGAMELEVEL.
For Extra Bonus Tracks enter: BONUS.LEVEL.
To access ending credits and a jukebox feature enter: JOURNEYS.END

International Superstar Soccer Pro '98
Play as the Classic All Stars

In the Select Menu, highlight Exhibition and press **Up, Up, Down, Down, Left, Right, Left, Right, Circle, X**. Clapping will be heard if you did it correctly.

At the Exhibition Menu, choose any mode of play, and when you're at the Select Country Mode, press and hold **L1+R1**, and you will be able to choose Classic All Stars!

Jet Moto 2
All Tracks, Race as Enigma

This trick is very long-winded, but it's worth it to enable all the tracks. From the Title Screen, go into the Options and put the Difficulty on Master and set the Laps Per Race to 5. Exit and go into the One-player Option. Choose Li'l Dave at the Select Rider screen (Press X). Now press Triangle until you go back to the Title screen. Press **Up, Down, Left, Right, R2, R1, L2, L1** (this must be done quickly). Go back into Options and set the laps to 3. Go into the One-Player option again and choose Wild Ride (press X). Press Triangle until you're back to the Title Screen. Now press **Up, Left, Down, Right, Square, R2, Circle, L2** (this must be done quickly). Go back into the Options again and set the Difficulty to Amateur and turn Turbo Off. Go in the One-player Option and pick Bomber. Go back to the Title Screen again and press **R2, R1, L1, L2, R2, R1, L1, L2** (this must be done quickly). Now choose your racer and pick Single Track at the Choose Race Type Screen. You will see that all the tracks are available including the alternate tracks!

To race as the mysterious Enigma, go into the Options and set the Difficulty to Master and the Laps to 6. Go back to the Title Screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1 (this must be done quickly). Enigma will now be available from the Select Rider Screen.

Krazy Ivan
Stage Select

Begin your game by choosing Start Game at the Title Screen. When the blue screen with the Russia mission appears, press Right to move to the Japan mission. Before the information appears on the screen, press and hold X and diagonally Down-Left. The Earth will be rotating to different missions. To choose one, just let go of the buttons at the point on the globe that you want to play.

Legacy of Kain
Game Codes

Blood Refill
While playing, press **Up, Right, Square, Circle, Up, Down, Right, Left** to refill your blood.

Full Magic
To fill your magic meter, press **Right, Right, Square, Circle, Up, Down, Right, Left** while playing.

View all Videos
To view all the video clips, press **Left, Right, Square, Circle, Up, Down, Right, Left** while playing, then press **Select** and view the Dark Diary.

Lode Runner
Multiple Tricks

Level Warp - In the middle of play, hold L2 or R2 and press one of the corresponding buttons to warp to a different level:
Circle = Forward one level
Square = Back one level
Triangle = Forward 15 levels
X = Back 15 levels.

Extra Lives - On your last life, press Select and go to "Restart." When the level reappears, you will begin it with five lives.

See the Cinemas - On the Main Menu, move down to Options. With Options highlighted, take controller two and use the key shown below to combine buttons for different level cinemas:
[R2=1, L2=2, R1=4, L1=8]
While holding the combination of buttons, press X to access that cinema.

For example: If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.

Faster Gameplay - Choose "The Legend Returns" from the Main Menu Screen. Highlight "1 Player" on the next screen and hold R2. Then press the X button. The game will now be playing faster than before.

Madden NFL 99
Cheat Codes

At the Main Menu Screen, move down, highlight and access the "Code Entry" Option. On the Code Entry Screen, press X on New Code Option.

Enter any of the codes for the results shown:

New Teams
BESTNFC - All Stars NFC
AFCBEST - All Stars AFC
BOOM - Madden '98 Team
IMTHEMAN - Stats leaders
PEACELOVE - All '60s team
BELLBOTTOMS - All '70s team
HEREANONOW - All '90s team
TURKEYLEG - Madden All-Time Greats
THROWBACK - 75th anniversary team
GEARGUYS - NFL equipment team
WELCOMEBACK '99 Cleveland Browns
INTHEGAME - EA Sports Team Secret Stadiums
EA STADIUM - EA Sports
OOGPOUND99 - Cleveland
THEHOGS - RFK Stadium Washington, D.C.
NOTAFISH - Old Miami
SOMBRERO - Old Tampa
FOR RENT - Astrodome
OURHOUSE - Tiburon
STICKEM - Original Oakland

Metal Gear Solid
Snake's Tuxedo

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Mortal Kombat 4
Hidden Cheat Menu

From the Main Menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the Versus Screen, enter this Kombat Kode: **302-213**. After you begin your match, press **Start** to pause and choose "Quit." Back at the Main Menu, go into the Options Screen. Now highlight the "Vs. Screen Enabled" Option and hold **Block+Run** simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press **Down+High Punch** at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

Moto Racer
Cool Cycle Codes

Faster Bikes: Press **Up** (3), **Right, Left, Triangle, X** at the Main Menu.

Higher Jumps: Press **Left** (2), **Up** (2), **Right** (2), **Down** (2), **Square, Triangle, X** at the Main Menu.

Other Racers Limited to 50 km/h: Press **Circle, Square, Right, Left, L1, R1, X** at the Main Menu.

O.D.T.

Many Cool Codes

Press Start to pause the game in the middle of play and enter these codes for the results shown:

Fill Health:
Left, Right, Left, Right, Square

Fill Mana:
Left, Right, Left, Right, Circle

1 Fill Ammo:
Left, Right, Up, Down, Circle, Square

Power-Up Weapons:
R1, L1, R2, L2, Left, Right, Up, Down

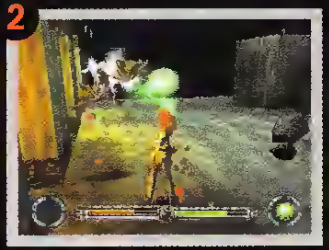
Raise Abilities:
Square, Circle, Triangle, Select, Left

Fill Experience:
Circle, Square, L1, L2, R1, Select

Turn Off Monster Energy:
Triangle, Square, Circle, Triangle, Circle

2 50 Lives:
Triangle, Up, Circle, Right, Select, Square

Raise Level for Each Spell:
Down, Triangle, Select, L1, R1, Select





N20
Many Cheat Codes

At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this Options Menu, scroll until you see "enter code." Now access this option and enter the following cheats for the results shown:

- Firewall Cheat: X, X, Square, X, X, X, Triangle, Triangle
- Weapons Cheat: Square, X, Circle, Square, X, Square, Circle, Square
- Infinite Lives: Circle, X, X, Triangle, Square, Triangle, Square, Circle
- Access any Level: Square, Triangle, Circle, Triangle, X, Triangle, Square, X
- Bonus Ship: X, X, X, Square, Triangle, Circle, X, Triangle
- Bonus Level Access: Square, Square, Square, Triangle, Circle, Triangle, Square, Square
- Water Effect On: Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle
- No Bonus Reset After Death: Square, Triangle, X, Triangle, Circle, Square, Triangle, X
- Disable Cheats: Square, Square, X, Circle, Circle, Circle, Circle, Triangle

Nanotek Warrior

Various Game Cheats

Press **Start** to pause during the game and enter any of the codes.

Stop your Ship: **Triangle, Left, Triangle, Right, Triangle, Up, Triangle, Start**. Stop your ship at any time by pressing **Triangle**.

Enable your Memory Card: **Left, Right, Left, Left, R2, Circle, L1, X**. This allows you to save a game onto the memory card. A memory card must be inserted prior to booting up for this to work. Once the code is entered, you can save by quitting out. Then you will be put into the modified Password Screen from where you may save.

Access Full-Shield: **Select, Circle, Right, Up, Up, L1, L1, X**. This allows you to gain full shield capacity.

To access Warp Sim: **Circle, Square, Circle, Square, Triangle, Triangle, Triangle, X**. This allows you to simulate the speed burst of the warp zones.

Lock-On Lightning Bolt

When you finish the game on the Hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password Option from the Main Menu Screen and enter **X, Square, Triangle, Circle, Square, Circle, X, Triangle, X**. You'll be taken to Level 1 with your ship souped-up with spread lasers and the new Lightning Bolt weapon which can be used with the **Circle** button.

NASCAR 99

Play as Announcer's Car

From the Main Menu Screen, choose the Single Race Option. On the Race Setup Screen, choose the Select Track Option. Now select the Richmond track. Move up and highlight Select Car and enter this code within four seconds: **R2, R2, L1, L1, L2, L2, R1, R1, R2, L1**. You will hear a sound and the Benny Parsons car will appear!

Nectaris: Military Madness

Story Passwords

Here are the New Story Codes for the game. Enter the following at the Password Screen.

1. RANDAL	2. HUNDRA
3. CINBER	4. MARLIN
5. SAYARD	6. WE8LEY
7. PARKER	8. MERKEL
9. ITHACA	10. BAIKAL
11. SAVAGE	12. VALMET
13. MAU5ER	14. KIMBER
15. BI5LEY	16. MEANEC
17. LADNAR	18. ARDNUH
19. REBNIC	20. NILRAM
21. DRAYAB	22. YEL8EW
23. REKRAP	24. LEKREM
25. ACAHTI	26. LAKIAB
27. EGAVA5	28. TEMLAV
29. RESUAM	30. REBMIK
31. YEL5I8	32. CENAEM

Need For Speed III

Open Cars, Tracks, Etc.

From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords:

5PDILT: This gives you all the regular cars and tracks.

1JAGX: Open the Jaguar XJR-15 Bonus Car.

AMGMRC: Get the Mercedes-Benz CLK GTR.

NFL Blitz

Blitz Cheats

These codes worked on the arcade, and now they also work for the PlayStation arcade version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.

For No CPU Assist press **Jump (1X), Pass (2X)** and pad **Down**. (Two-player Mode only)

To Show More Field press **Jump (2X), Pass (1X)** and pad **Right**.

For Fog On press **Jump (3X)** and pad **Down**.

For Fast Turbo Running press: **Jump (3X), Pass (2X)** and pad **Left**.

For Huge Head press: **Jump (4X)** and pad **Up**.

For Thick Fog press: **Jump (4X), Pass (1X)** and pad **Down**.

For Super Blitzing press: **Jump (4X), Pass (5X)** and pad **Up**.

For Big Ball press: **Jump (5X)** and pad **Right**.

To Hide Receiver Name press: **Turbo (1X), Pass (2X)** and pad **Right**.

For Tournament Mode press: **Turbo (1X), Jump (1X), Pass (1X)** and pad **Down**.

For Random Play Choice press: **Turbo (1X), Jump (1X), Pass (5X)** and pad **Left**.

For Super Field Goals press: **Turbo (1X), Jump (2X), Pass (3X)** and pad **Left**.

For Big Players press: **Turbo (1X), Jump (4X), Pass (1X)** and pad **Right**.

Cheat Codes

On the Team Vs. Screen, enter any of these codes with the **Turbo**, **Jump** and **Pass buttons** and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

3-2-1-Left	No Head
1-2-3-Right	Headless Team
0-1-0-Up	Late Hits
2-0-0-Right	Big Head
5-0-0-Left	No Stadium
1-5-1-Up	No Punting
4-3-3-Up	Invisible
2-1-2-Left	Clear Weather
5-2-5-Down	Weather: Snow
0-0-1-Down	Show FG%
3-1-4-Down	Smart CPU
4-2-3-Down	No Random Fumbles
2-0-3-Right	Big Heads (team)
2-1-0-Up	No First Downs
3-1-0-Right	Small Players
2-5-0-Left	Fast Passes
2-1-1-Left	Allows Out Of Bounds
5-1-4-Up	Infinite Turbo
2-3-3-Up	Power-up Teammates
3-1-2-Left	Power-up Blockers
4-2-1-Up	Power-up Defense
4-0-4-Left	Power-up Speed (2P)
2-2-2-Right	Night Game
5-5-5-Right	Weather: Rain
5-5-5-Up	Hyper Blitz
3-4-4-Up	No Interceptions

Hidden Players

When asked to Enter a Name for Record Keeping, choose "**Yes**." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel	**0322**	Mark Turmell
Sal	**0201**	Sal Divita
Jason	**3141**	Jason Skiles
Jenifr	**3333**	Jennifer Hedrick
Daniel	**0604**	Dan Thompson
Japple	**6660**	Jeff Johnson
Shinok	**8337**	Shinok from Mortal K.
Raiden	**3691**	Raiden from Mortal K.
Mike	**3333**	Mike Lynch
Gentil	**1111**	Jim Gentile
Srain	**1111**	Brain
Forden	**1111**	Dan Forden
Skull	**1111**	Skull
Carltn	**1111**	Headless Guy
Root	**6000**	John Root
Luis	**3333**	Luis Mangubat

Other Secret Players

Enter these codes the same way as the ones above.

Thug	**1111**	Van	**1234**
Billz	**0526**	Zz	**1221**
Jimk	**5651**	Marka	**1112**
Ed	**3246**	Todd	**1122**
Mitch	**4393**	John	**5158**
Josh	**4288**	Ryan	**029**
Beth	**7761**	Brian	**0818**
Grinch	**2220**	Paulo	**0517**
Lt	**7777**	Nico	**4440**
Gatson	**1111**	Guido	**6765**
Rog	**8148**	Monty	**1B36**
Shun	**0530**	Gene	**0310**
Paula	**0425**	Dbn	**6969**

NFL Xtreme

Player Alterations

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "CreateFreeAgent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:

BIGHEAD BOBBY - All players have huge heads.

GEORGE GIRAFFE - The

Rally Cross 2

Lots o' Secrets

Start a new season and enter the following as your name to unlock the following cheats:

MOOBMOOB	All cars
PREVET	Veteran level tracks and cars
PREPRD	Pro level tracks and cars
PREALL	All tracks and cars - This will not automatically unlock the Vapor or Radia cars. This cheat also allows the game to start at the last race of the pro season with a large lead.
5I5AD	Oasis track
ELGNUJ	Jungle track
FD5TER	Little Woods track
NIVEK	Frozen Trail track
MIT	Dusty Road track
KCIN	Rock Creek track
CIRE	Dry Humps track
B5IRHC	Hillside track
AIRFILLED	Low gravity
LEADSHDT	Original Rally Cross game physics
MDONEY	Restore Rally Cross 2 game physics
INCDRPOREAL	Disable collision detection

Anthony Ly
Philadelphia, Penn.





Flashback
Genesis
Retro Roadkill

Aero the Acro-Bat

Cheat Screen

From the Start/Options Screen, press C, A, Right, Left, C, A, Right, Left. Now, go to the first level. When Aero appears, pause the game and press Up, C, Down, B, Left, A, Right, B. Now, in Pause mode, hold buttons A and C. Keep holding these buttons until the Cheat Mode appears.

Awesome Possum

Secret Options Menu

Here's a killer code for Awesome Possum! At the Title Screen after the song press button C, B then C again. Now on the D pad hold left and press button B, then C. If done correctly you should hear a tone. Press A to access the Secret Options Menu with infinite lives, invincibility and level select.

Bubsy

Passwords

At the Title Screen, press A to bring up the Options Menu. Move to the Password Option and then press **RIGHT** and enter the following codes:

Chapter 01	JSSCTS
Chapter 02	CKBGMM
Chapter 03	SCTWMN
Chapter 04	MKBRLN
Chapter 05	LBLNRD
Chapter 06	JMDKRK
Chapter 07	STGRTN
Chapter 08	SBBSHC
Chapter 09	DBKRRB
Chapter 10	MSFCTS
Chapter 11	KMGRBS
Chapter 12	SLJMBG
Chapter 13	TGRTVN
Chapter 14	CCLOSL
Chapter 15	BTCLMB
Chapter 16	STCJDH

Rocket Knight Adventures

Replay Your Game as Demo

Go into the game and play for about a minute. Then press **Start** to pause. Now press **Up** seven times, **Down** once, **Left** three times and **Right** once. If the word, "Pause" on the screen flips, then the trick worked. Press the **Reset** button on the Genesis and then wait until the demo appears. Now you can watch about 60 seconds of your own gameplay!



quarterback has a neck like a giraffe
LAMEBDY LENNY - All players walk around like they are lame.
MDNKEY MICKY - All players have huge arms.
TINY TDM - All players are tiny.
You don't have to sign them on a team. Just leave them in the free agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

NHL 99

Cheat Codes

Enter these codes at the Password Screen
BIGBIG - All the players are big
BRAINY - All players have big heads
EAEAD - Activates the EA Blades Team

Ninja: Shadow of Darkness

Invincibility and Level Select

Invincibility: Pause the game at any time and press **L2, R2, L2** 3 times, **R2** 3 times, then **Circle, Triangle, Square, Circle, Triangle** and **Square**. Listen for a chime to verify that you entered the code correctly. When you unpause, you'll now be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed out items you got when you were the skeleton!
Level Select: Remove your memory card then turn on the PlayStation. When the screen says "Checking Memory Card" quickly press **L2, L2, L2, R2, R2, R2**. The words "DELS LEVEL CHEAT ON" will briefly appear. Start a new game and you'll access the Level Select Menu.

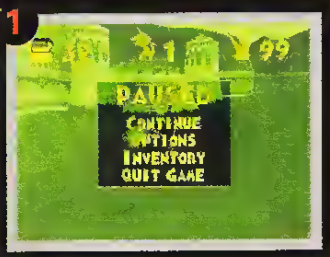
Oddworld: Abe's Exoddus

Level Select
At the Main Menu hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.
View all FMVs
At the Main Menu hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.
Invincibility.
While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.
Next Section Warp
During the game, hold the **R1 button** and press **Circle, Circle, X, X, Square, Square**.
This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Mudokons in the game!

Spyro the Dragon

99 Lives

1. In the middle of the game, press the Select button and then press Square (6x) Circle, Up, Circle, Left, Circle, Right, Circle, Start. Then check your life counter and you will see that it has increased to 99!



Pitfall 3D

Awesome Password Cheats

At the Title Screen, access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following.
GIVEMELIFE - Adds 10 lives to the next game launched.
PLAYMOVIES - Plays all movies.
PITFALLCOMIC - Plays all of the original comic-style cutscenes.
STEVECRANEME - Gives the player 99 lives.
2DHARRY - Causes Harry to be displayed in 2D.
ZEROGHARRY - Causes Harry to float and twist in the game.
BIGHEADHARY - Makes Harry's head really big.
STOPTALKING - Turns off in-game quips.
CREDITS - Password to gain access to the Credits sequence.

Special Credits Screen

Holding **R1** at the end of the last credit ("Thanks to Families" Screen) brings you to a Self-congratulatory Credit Screen.

Pocket Fighter

Play as Akuma and Dan

These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move **Left** of Ryu to find Akuma and move **Right** of Ken to find Dan.

Pool Hustler

Hidden Bowlliard Mode

This trick will reveal the hidden "Bowlliard" Mode.
At the Title Screen, press **Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle**.
Now go to the Main Menu Screen and you will see a new option in the middle called Bowlliard, which combines the game of bowling and billiards.

R-Types

Game Cheats

Level Select
Highlight either the "R-Type" or "R-Type II" Options at the Title Screen. Quickly press L2(10), R2(10). Begin gameplay and press Start to access the Stage Select and FMV sequences within the Menu Options. Choose your stage and then press X to begin.
Slow Down Ship
Pause game play in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.
Speed Up Ship
Pause game play in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

Rally Cross 2

Multiple Codes

For all of the codes below, begin a new season.
Then input the codes at the Enter Name Screen. Note: The Tracks, Difficulties and Cars code doesn't unlock all of the tracks, you'll also need the individual track codes.
All Tracks, Difficulties and Cars - **moobmoob**
Hillside Track - **bsirhc**
Dusty Road Track - **mit**
Rock Creek Track - **kcin**
Dry Humps Track - **cire**
Little Woods Track - **foster**
Frozen Trail Track - **nivek**
No Car Collision - **incorporeal**
Low Gravity - **airfilled**
High Gravity - **leadshot**
Restore Gravity - **mooney**

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Rogue Trip

Cheat Codes

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown.
Enable Cheats
Press **L1+R1+R2+Select** at same time when you first start the level.
Invulnerable
Press **L1+R1** at same time, then press **Up, Down, Left, Right.**
Hornet's Nest
While stingers are selected, press First, you must enable the Cheat Mode. Press and hold L1+R1+R2+Select in the middle of a game. Now enter this code after you have enabled the Cheat Mode (Don't pause the game).
Infinite Weapons -
Press and hold L1+R1, then press Up, Down, Up, R2.
Unlimited Jump -
Press Circle, Square, R2, X, Triangle, R2.
Play as Big Daddy -
Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the Character Select Screen.
Triangle+L2+L1+R1+Left
Hold these buttons until you see the text confirmation that it worked.
Blow up the Earth
Lay an upgraded lob bomb in the back corner within 100 ft of UFO wreck. Transport up to moon, then detonate the bomb. Debris from the Earth will pummel the moon. Eventually you'll be in weightlessness. It ruins the game, but it's fun!

S.C.A.R.S.

Cups, Cars and Modes

On the Title Screen, press **Start**. On the Player Select Screen, choose your number of players.
On the Game Select Screen, highlight and choose the Options. On the Options Screen, choose Settings.
Now move down and highlight the "Password" Option and enter one of these codes.
GLASSX - Activates the Crystal Cup
RDCKYY - Activates the Diamond Cup
ZDPEAK - Activates the Zenith Cup
XPERTS - Activates the Challenge Mode
DESERT - Activates the Scorpion Car
RATTLE - Activates the Cobra Car
RUNNER - Activates the Cheetah Car
MYSTER - Activates the Panther Car
ALLVID - Activates the Codes

Skullmonkeys

Max Out Lives, Free Halo

To get the maximum 99 lives in the game, enter this code while the game is paused: **L1, Triangle, Down, Left, Circle, Select, Square, Right.** To get a free Halo, which will protect you from one hit, pause the game and enter the following: **R2, Circle, Circle, Down, Left, Circle, Right, Down**.

Tenchu: Stealth Assassins

Debug Menu

While playing the game, press the **Start** button to pause.
While the game is paused, hold **L1+R2.**
While holding **L1** and **R2** press **Up, Triangle, Down, X, Left, Square, Right, Circle**. Then release **L1** and **R2** and then press **L1, R1, L2** and **R2**. Now press **Start** and immediately press **L2+R2** both at the same time.
If you do this correctly, a blue screen will appear and many options will be available like stage select, charged items, layout enemy, etc.

Test Drive 5

Bonus Cars and Cop Chase Mode

From the Main Menu, choose Quick Race or under the Full Race Option, choose the Drag Race and get a good time that will get you a high score. Once you finish the race, exit the game and choose "Quit." On the High Score Screen, enter your name as **NOLIFE**.
This will get you three bonus cars: Chris' Beast, Pitbull Special and Behold the Mighty Maul! To enable the Cop Chase, get a good time and on the High Score Screen, enter the name, **VRSIX**. Now go back to the Main Menu and choose Full Race. On the Select Race Type Screen, choose the Cop Chase Option. Now you can choose from four different types of police cars. In this mode, your object is to arrest as many lawbreakers as possible, while gaining points along the way. Use the R2 button to use your siren and disable your enemies by running into them.

More Cars and All Tracks

These codes will give you access to the rest of the cars and all of the hidden tracks! To do this, you have to get a high score and enter one of the names shown below on the Name Entry Screen. The easiest way to do this, is to select Drag Race from the Race Type Screen and get a high score. Enter one of the names below for various results:
RONE - for access to more cars
MTHREE - for half of the tracks
NTHREE - for the other half of the tracks

Test Drive: Off-Road 2

Hidden Vehicles

At the Transmission Selection Screen (both for Single Race and World Tour), hold **Select** and enter the following button sequences.
Drive as a school bus: **L1, Up, L2, Down, Down, L2, L2, R2**
Drive as an ice cream truck: **R2, L2, L2, Down, Down, L2, L2, R1**

Theme Hospital

Level Passwords, More

From the Main Menu, access the Password Option. Enter the codes for the levels as shown.
Level 2: **X, Circle, Square, Triangle, Triangle, Circle, Square, X**
Level 3: **Circle, Circle, Triangle, Square, X, Triangle, Circle, Triangle**
Level 4: **Square, Triangle, Circle, Square, X, X, Triangle, Circle**
Level 5: **Circle, Triangle, Square, Circle, X, Triangle, Circle, Square**
Level 6: **Square, Triangle, Square, Circle, X, Square, X, Circle**
Level 7: **Square, Triangle, Triangle, Circle, X, Square, Triangle, Circle**
Level 8: **X, Triangle, Square, Circle, Triangle, Circle, Square, X**
Also, to get a clean hospital, save the game and reload it again when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start.

TOCA: Championship Racing

Many Cool Cheats

Access the "Enter Name" Screen. Use one of the codes listed below when naming your driver, then the game will announce, "Cheat Mode enabled" and enter your name as normal.
JHAMMD - To access more tracks
CMLOCK - To lock tracks back up
PATSCREEM - To obtain TOCA Showdown, mirrored championship
CMNDHITS - Disable collision detection
CMSTARS - Staring Sky Mode
CMTDDN - Cartoon background
CMDISCO - Volcanic track
CMCDPTER - Helicopter view
CMGARAGE - Bonus tank
CMCHUN - Go kart Mode
CMLOGRAV - Low gravity
CMRAINUP - Reverse falling rain
XBDDSTME - Fast Mode, all cars driving faster
CMMICRO - Micro Machines Mode
CMDISCD - Gives multicolored fog

Tomb Raider 2

Game Cheats

Enter these codes to get some helpful, and not so helpful but funny, results. Each code must be entered while in a level.
Level Skip: Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three

times, then do a front jump and turn around in midair (**Up+Square**, then **Circle**)
All Weapons: This trick is the same as the level skip except at the end do a backflip and turn instead of a front jump. You should hear a click if you did the trick right.
Self-Destruct: Step forward, step backward, turn around three times, then jump any direction.

Tomb Raider III
Incredible Cheats, Secrets and Level Skip
In the middle of the game without pausing, enter any of these cheats as shown.
All Weapons - L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2.
You will hear a scream.
Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2
You will hear her grunt.
Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says, "No."
All Secrets (access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh.
Gives You Race Key at Lara's House: R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. Lara says, "No."

Tomba!
Unlimited Hit Points
While playing in the game, if you are low on hit points, just find a save point and save the game. After you do this, press **Start** and choose "load game" and load the game that you just saved and you will have full hit points!

Triple Play 99
In-Game Cheats
Press and hold **L1+L2+R1+R2** while doing each code. Enter any of these when in the game:
Cheat Home run: **Triangle, Square, Triangle, Circle, X, Square, Left, Right**
Cheat Strike Out: **Up, Down, Triangle, Square, Triangle, Circle, X, Square**
Cheat Crowd Comment: **Up, Triangle, Down, X**
Cheat Weather Comment: **X, Down, Triangle, Up**
Cheat Sponsor Comment: **Left, Square, Right, Circle**
Cheat Stadium Info: **Down, X, Right, Circle**
Cheat Crowd Applause: **Triangle, Up, Up, Triangle**
Cheat Crowd Cheer: **Square, Left, Left, Square**
Cheat Crowd Ooh: **X, Down, Down, X**
Cheat Boo: **Circle, Right, Right, Circle**
Cheat User Cam: **Right, Left, Up, Down, Right, Left**
Cheat Overview of Batter: **Left, Square, Up, Triangle**
Cheat Nickname Game: **Circle, Right, Square, Left**
Cheat Historical: **Up, Triangle, Right, Circle**

Turbo Prop Racing
All Boats, Courses, Etc.
Put in any of these codes at the one-player "Name Selection" Screen. You will hear a horn if they were entered correctly. Note: _ is a space that goes before some of the codes.
To unlock all of the boats enter: **_boa**
To view all of the full-motion video sequences enter: **_str.**
To unlock all of the Day courses enter: **_day**
To unlock all of the Night courses enter: **_nit**
To unlock all Mirror courses enter: **rrim**
All boats are now ducks enter: **_qak**
To get access to the hurricane boat enter: **hurr**
To unlock all of the Fractal Tracks enter: **frac**
To always finish in first place enter: **winr.**

Twisted Metal III
Sweet Tricks
Infinite specials:
Enter L1, L1, R1, R1, R1 as a password. You will return to the Main Menu. Now begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.
Play as Minion:
Enter Right, Right, Right, Left, Left as your password. You will return to the Main Menu. You can now select Minion at the Vehicle Selection Screen.
Play as Sweet Tooth:
Enter Left, Left, Left, Right, Right as a password. You will return to the Main Menu. You can now select Sweet Tooth at the Vehicle Selection Screen.
Club Kid's House Level:
Enter Left, Left, Left, Square, Square as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at Club Kid's House bonus level.
Warehouse Level:
Enter Square, Square, Square, Left, Left as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Warehouse bonus level.
Demo Level:
Enter Up, Up, Up, Left, Left as a password. You will return to the Main Menu. Now select "Deathmatch," then choose any level and vehicle to begin at the Demo level shown in the background at the Main Menu.
Enable memory card:
Enter Start, Start, Start, Start, Start as a password. You will return to the Main Menu. Now configurate your settings and begin a game. Before the game begins, you will be prompted to save.
More Cheats
These codes are to be entered at the Password Screen.
Smart seekers - Triangle, Left, Down, Right, Up (Helps improve homing missiles.)
Seeking Rain Missiles - Up, Down, Up, Down, Up.
Super Napalm - R1, R1, L1, L1, L1.
God Mode - L1, Square, X, R1, Start
CPU ignores health power-ups - Down, L1, Down, Start, Triangle
Unlimited Ammo - Triangle, Circle, Up, Right, Down

The Unholy War
Secret Characters, Battlefields and Maps
There are only three cheats in The Unholy War; all of which use the same code, though in different places. The code is as follows:
Press the **Circle+Square buttons** simultaneously. Press the **Select button** four times. Press the **Start button** three times. Press the **Square button** two times. Press the **Circle button** once. Press the **Circle+Square buttons** at the same time again.
To Unlock Secret Characters, highlight "Set Teams" on the Mayhem Selection Screen and perform the code.
To Unlock Secret Battlefields, highlight "Accept Teams" on the Mayhem Selection Screen and perform the code.
To Unlock All One-player Strategy Maps, highlight "Set War" on the Strategy Selection Screen and perform the code.

Vigilante 8
Many Cheat Codes
Lighter Cars—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **REDUCE_GRAVITY**. The vehicles will jump higher.
Invincibility—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **I_WILL_NOT_DIE**. You will now be invulnerable to all hits.
Same Vehicle—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **SAME_CHARACTER**. In Arcade Mode, you can choose opponents that are the same as your car.
Increase Difficulty—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **HARDEST_DF_ALL**. Your opponents will now be more aggressive and the game will be more difficult.
No Enemies—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: **GO_SIGHTSEEING**. This allows you to pick "no enemies" in Arcade Mode.

VR Baseball '99
Easy Outs
In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you are quick enough, it will work every time!

WarGames: Defcon 1
All One-Player W.O.P.R. Levels
From the Title Screen, access the Options. Now go to the "Choose Game Type" Option. Select the Two-player: W.O.P.R. Co-op. Now go to the Select Mission Option. Highlight and choose Level 2. Now enter this button sequence: **Circle, X, Circle, Circle, X, Circle, X, X, Circle**. Now go back to the Main Menu, go into Options again and access "Choose Game Type." Now choose One-player. W.O.P.R. Go into the Select Mission Option and you will see that all of the missions are open! Now choose your starting level.

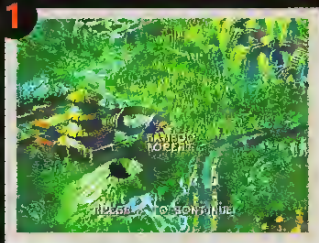
Wild 9
Cheat Codes
Play the game until you hit Craterscape. This should be the fourth planet. Play the level and note that there is a "1-Up" behind the first pillar. Once you receive the extra man, press **Start**, then **Select**, and press Quit (Select Yes). Then press **Start** again and "Continue previous game." Go back and repeat the process. You will receive as many men as you wish as long as you continue to repeat the method.

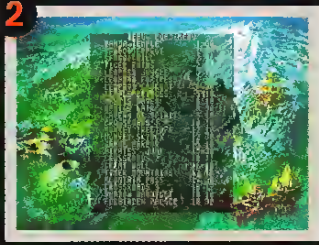
WCW/nWo Thunder
Many Cool Codes
All Wrestlers: At the Title Screen, press R1(4), L1 (4), R2 (4), L2 (4), Select to unlock all 128 wrestlers.
Big Heads: At the Title Screen, press R1 (7), R2, Select.
Big Head, Hands, Feet and Weapons: At the Title Screen, press R2 (7), R1, Select.
Might Meter: At the Title Screen, press L2 (4), R2 (4), L1 (4), R1 (4), Select. Then, the offensive and defensive attributes of each wrestler may now be adjusted.
View FMV Sequences: At the Options Menu, press R1 (4), L1 (4), Select. Press Left+X to advance through the sequences, Right+X to move back, or Start(2) to exit.
Cage Ring in Any Type of Match: Enter the Options Menu, highlight the "Random" ring selection, then press R1, R2, R1, R2, Select. If you entered the code correctly, the word "Cage" will be spoken. Since The Cage ring is not enabled with the "Ring select" code, this is the only way to obtain it.
Ring Select: At the Options Menu, press R1, R2, R1, R2, Select. Now every time Select is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L1, L2 followed by Select.
Dancing Wrestlers: Enable the "Ring Select" code, then choose the USO ring to have dancing wrestlers. Press L1 to pan to the other side of the ring (except for Battle Royal) or L2 for a small dance move.

WWF War Zone
Play as the Trainer/Big Head Mode
On the Main Menu Screen, press **L1, R1** (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:
Wrestle as Training Mode wrestler:
Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."
Big Head Mode:
Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.
Movie Code
Once the "Press Start" Screen appears, quickly press (**Up+Triangle, Right+Circle, Down+X, Left+Square**). Press everything in the parenthesis four times. Then press **R1+L1, L2+R2, R1+L1, R2+L2**. The word Movie 1 will appear under the word, Zone. Press **Up** and **Down** to chose the movie you want. Then access the movie with the **X button**.

Tai Fu: Wrath of the Tiger
99 Lives
1. Start a game and finish any level to access the Map Screen. While there, press **Select+L1+L2+R1+R2** to open the Debug Mode.
2. Now you can choose any starting level in the game!

Sean Davis
Flint, Miss.





Avenging Spirit
Expert Level
At the Title Screen, simultaneously press Up, A and B. When you hear a tone, press Start.

Boomer's Adventure in Asmik World
Stage Select
For your password, enter ANCIENT. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2
Extra Puzzles
For your password, put in > 5 > V. Press Start to get to the Stage Select Screen. Use Up and Down to cycle through the stages, and press Start to begin. Do not select Exit or it will not work.

Castlevania: The Adventure
Secret 1-Up
This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.
Hidden Rooms
Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three). Now go kill Dracula!

Cosmo Tank
Sound Test
On the subscreen at the beginning of the Quest Mode, simultaneously press and hold Down, A and B. While holding these, press Start. If this is done correctly, the message "Sound Test 01" will appear.

Daedalian Opus
Stage Select
For your password, input "ZEAL."

Dead Heat Scramble
Stage Select
On the Title Screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

Donkey Kong Land 2
40 Banana Coins
On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press B, B, A, A. You will hear a chime if you did this correctly.
All Kremcoins
On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press A, B, A, B. You will hear a chime if you did this correctly.
Extra Lives
On the Game Select Screen, hold Right or Left in front of the game you wish to play on, then press A, A, B, B. You will hear a chime if you did this correctly.

Donkey Kong Land 3
Bonus Stage
Go to the Cape Codswallop's level "Total Rekoil." When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000
Level 01 to 10 Warp
When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!
Level 10 to 20 Warp
As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Final Fantasy Legend
Sound Test
To access a hidden Sound Test, go to the Title Screen and simultaneously press and hold Down+Select+A for around five seconds or more.

Final Fantasy Legend II
Sound Test
On the Title Screen, simultaneously press Select, B and Start. Change the number by pressing Left/Right, and listen by pressing the A Button. For more sound effects, go to the Title Screen and select "Continue." Move the cursor to a save file with a party over level 57, then press B to return to the Title Screen. Hold Select, B and Start to access the Sound Test and press A to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.

Go Go Tank
Seven Chances and Invincibility
On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start. You'll have seven lives and seven continues. For invincibility, on the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start.

Hunt For Red October
25 Lives
On the Map Screen, hold A and B, then press Select, Up and Down.
25 Missiles
On the Map Screen, hold A and B, then press Up and Down.
Stage Select
On the Title Screen, press B, Select, Left, Right, then Start. The message "Starting World: 1" will appear. Change the number by pressing Left/Right, then press Start to begin.

Hyper Lode Runner
Advanced Players Stage Select
After you have completed 50 Levels, you can enter "Q M O 3 8 8" as your password to go back to see any of the previous levels.

Jurassic Park
Stage Skip
At the Title Screen, when the T-Rex has its mouth open, press Up, Down, Left, Up, Down, Right, and Select. Repeat the whole sequence, and you will hear an explosion. Begin your game, press Start, and then press Select to skip to the next stage.

Kirby's Dream Land
Special Config. Mode
At the Title Screen, press and hold Down+B+Select. Using the control pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.
Secret Bonus Game
On the Title Screen, hold Up+A+Select at the same time. The word "Extra" will appear. Press Start to play the Bonus Game.

Kirby's Pinball Land
Fight Only Bosses
At the Title Screen, press Right+Select+A+B at the same time. Now you'll see a black cat run across the High Score Screen. Press Start to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss against which you want him to begin. Defeating three Bosses will let you face King Dedede!
Play Bonus Games
At the Title Screen, press Left+B+Select. Start a new game. Go to any stage. You'll be at the bonus game of that stage!

Lion King
Stage Skip
While playing, pause the game by pressing Select, then press B, A, A, B, A, A and the game will automatically skip to the next level.

Mercenary Force
Level Select and Extra Starting Money
For extra starting money, go to the Title screen, hold Up, Select, A and B, then press Start. For a stage select, enter the 50,000 yen code, then press Start. When "Round 1" appears, hold Right, and press Start the number of times equal to the number of stages you wish to skip.

Mortal Kombat
Play As Goro
You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+Left+Select+A until the Title Screen appears. Let go of all the buttons, and then press Start.

Motocross Maniacs
Hidden Power-Ups
Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area in which they are located.

Mysterium
Many Codes
Quick Continue
Lose all your lives and continue, then fake the Iron and drop it in the Pool of Fire to get the Glass Key. Go down the passage and use the key to open the door. Continue down the passage to find the Vitriolk. Pick it up and use it to be warped back to where you were before you were defeated.
Level Drop
Call up the Map, then press B, Select and Down simultaneously. This allows you to drop down a level from the level you are currently on.
Pass Key Plus
Call up the Map, then press A, B, Left and Start simultaneously. When you check your inventory, you will have an item called the "Pass Key" which can open any door in the game. Drop it into a pool, and it will transform into a "Downlevl" which will allow you to drop down a level in the dungeon. Drop the "Downlevl" into a pool, and it will transform into an "Uplevl" which will allow you to transport up a level in the dungeon. Drop the "Uplevl" into a pool, and it will transform into a "Superpow" which makes you invincible to enemy fire.
Inventory Overload
Call up the Map, then press B, Up and Select simultaneously.

NBA Jam: Tournament Edition
Many Codes
Always on Fire.
At the Tonight's Match-Up Screen, press Down, Right, Right, B, A, Left.
Super Dunks
At the Tonight's Match-Up Screen, press Left, Right, A, B, B, A.
More Interceptions
At the Tonight's Match-Up Screen, press Left, Left, Left, Left, A, Right.
More Three Pointers
At the Tonight's Match-Up Screen, press Up, Down, Left, Right, Left, Down, Up.
High Shots
At the Tonight's Match-Up Screen, press Up, Down, Up, Down, Right, Up, A, A, A, A, Down.
Slippery Court
At the Tonight's Match-Up Screen, press A, A, A, A, A, Right, Right,Right, Right, Right.
Legal Goal Tending
At the Tonight's Match-Up Screen, press Right, Up, Down, Right, Down, Up.
Display Shot Percentage
At the Tonight's Match-Up Screen, press Up, Up, Down, Down, B.

Nemesis
Many Codes
FULL OPTIONS PLUS: Start the game, then pause it by pressing Start. Now press Up, \Up, Down, Down, Left, Right, Left,Right, B, A and Start.
FULL SPEED AND SHIELDS: Start the game, then pause it by pressing Start. Now, press B five times, then A five times. This will work once per game.
FULL POWER DOWN: Start the game, then pause it by pressing Start. Press the A button, then Left four times,then repeat the sequence four more times. Use this code only if you want a real challenge, it'll take away your ship's accessories!

Men In Black

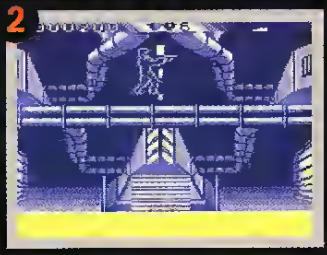
Levitate Code

1. From the Command Center, highlight and enter the Access Codes Option. Now put in the password: **0601**. The screen will say "ERROR." Press **Start** and you'll go back to the Command Center.
2. Begin your game and while you're standing, press and hold **Select+Up** to float into the air. While in the air press **Left or Right** to move.

Acquire the Noisy Cricket Gun
After entering the fly code, press the Select and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that'll knock you back if you stand still!

Skip Stages
Put in the password: **2409** and then begin a new game. To skip to the next level, press **Start** to pause and then press **Select**.

1


2


Montezuma's Return

Cool Codes

1 Unlimited Lives
For unlimited lives, enter the code ELEPHANT

2 Pass Through Doors
To pass through doors without unlocking them, enter the code: **SUNSHINE**

1



2



NO POWER-UPS: Start the game, then pause it by pressing Start. Press Up, Select, Down, Select, Left, Select, Right, and Select, then repeat this sequence twice more. Use this code only for added challenge, it prevents you from powering up your ship!

NFL Blitz
Blitz Codes
From the Main Menu Screen, choose Exhibition Mode and then pick your team. At the Matchup Screen, press the following buttons for the code results as shown:
No Fumbles:
Start, Start, Start, Start, B, B, A, A, A, Down
Infinite Turbos:
Start, Start, Start, Start, Start, B, A, A, A, A, Up
Night Game:
Start, Start, B, B, A, A, Right
No Pointer:
Start, Start, Start, B, B, B, A, A, A, Left
Invisible Receiver:
Start, Start, Start, Start, B, B, B, A, A, A, Up

Off-Road Challenge
Hidden Vehicles
On the Vehicle Select screen, press the following buttons to display some hidden vehicles:
Right-C - The Crusher
Up-C - Toyota 4x4 Monster
Left-C - Thunder Bolt
Down-C - The Punisher

Pac-Man
Full Screen
At the Title Screen, press Right or Left to make a "half" sign appear to the right of Player One. Now press Start to see the entire length of the level.

Pocket Bomberman
All Power-ups and Area Passwords
Enter the password **5656** to start with all power-ups
Area Passwords:
Forest World
Area 1 - **7693**
Area 2 - **3905**
Area 3 - **2438**
Area 4 - **8261**
Area 5: Boss - **1893**
Ocean World
Area 1 - **2805**
Area 2 - **9271**
Area 3 - **1354**
Area 4 - **4915**
Area 5: Boss - **8649**
Wind World
Area 1 - **0238**
Area 2 - **5943**
Area 3 - **6045**
Area 4 - **2850**
Area 5 Boss - **8146**
Cloud World
Area 1 - **9156**
Area 2 - **2715**
Area 3 - **4707**
Area 4 - **7046**
Area 5: Boss - **0687**
Evil World
Area 1 - **3725**
Area 2 - **0157**
Area 3 - **5826**
Area 4 - **9587**
Area 5: Boss - **3752**

Power Mission
Super Strong Fleet
Choose your fleet formation and end your turn. Do not carry out any battle plans. While the enemy fleet is moving, press and hold Left, Select and B. When it is your turn to move, your fleet will be fully built up. This will allow you to power up your fleet to 99 Hit Points at any point in the game. It also gives you unlimited movement unless the vessel is in shallow water. This enables you to surround and destroy the enemy flagship in 2 turns.

R-Type
Sketch Program
On the High Scores Screen, press Left, Down, A and B simultaneously. A program called "De Souza Editor" will appear. Press Start and a blank screen with a cursor in the upper left will appear. Move the cursor with your Control Pad, draw with the A button, and erase with the B button.

Samurai Shodown
Bonus Samurai
During the Intro Screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press Select four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the Player Select Screen.

Shanghai
Special Modes
Begin and press Select to pull up the Options menu. Select "New Game" and push A. You can enter in three letters.
ZAP - Adds a zapping sound effect to game.
STF - Allows you to view the credits.
MAN - Makes fewer tiles for an easier game.
REV - For a game where all the tiles are reversed. When you select a tile it turns over. You must remember where the tiles are to find matches.

Spanky's Quest
Stage Select and Sound Test
For your password, enter "0 1 1 9," and the Stage Select Screen will appear. Press Up or Down to choose the desired stage, then press Start to begin.
For your password, enter "0 1 1 7" and the Sound Test Screen will appear.

Spud's Adventure
Stage Select
For your password, enter "BANCHOU." The message "Map Select 000" will appear. Press Down to change the number. Press Start to begin in the desired area.

Super Mario Land 2: Six Golden Coins
Easy Mode and Play the Demo
On the Title Screen, press Start to enter the pipe room. In this room, press Select to get into "Easy Mode." You can then begin any saved file you wish. This next code will let you play the demo. When the Title Screen appears, hold Up, Select and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Teenage Mutant Ninja Turtles
Restore Energy
At any point in the game press: Up, Up, Down, Down, Left, Right, Left, Right, B and A to fill up your energy supply.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan
Life Power-Up and Practice Bonus Games
When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start. On the Title Screen, simultaneously press and hold A, B and Select, then press Start. A question mark will appear to the right of the "5" on the Stage Select screen. Select this question mark to practice the bonus games.

Terminator 2: Judgement Day
Slow Down the Time
In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the Select button to slow the timer down.

Tetris Blast
Fight 2 Mode
On the Title Screen, press B five times then press Start.

Tiny Toon Adventures
Practice Bonus Games
To practice bonus games before jumping into the action, hold Down and the B button and press Start at the Main Menu.

Turok 2: Seeds of Evil
Weapons, Level Skip, etc.
From the Main Menu Screen, access the Password Option. On the Password Screen, enter any of these codes for the results as shown:
DLVTRK8LVL - Skip Levels
DLVTRKBWPS - All Weapons
DLVTRK8NRG - Infinite Energy
DLVTRKBLVS - Infinite Lives
DLVTRK88RD - Bird Mode

Turrican
Invincibility
On the Menu Screen, press **A88 A8A A8A A8A A**. The word Start on the screen will change to "Cheat."

Wario Blast
Special Passwords
6565 - Play a special battle mode with Wario.
5656 - Allows player to use Bomberman as the main character.
2264 - Start game with a powered-up Wario.
4622 - Start game with a powered-up Bomberman.

Wizards and Warriors X: Fortress of Fear
Six Extra Players
Play one game. When the game is over, enter your initials as letter W, a Heart, then the letter W. Press Start to begin a new game with six lives.

Zelda: Link's Awakening DX
Alternate Music
To change the background music at the File Selection Screen, begin a new player and enter your name as **ZELDA**. Note: Be sure to use capitals only.

Flashback!

Saturn Super Strategy

Command & Conquer
In-Game Cheat Codes
Begin a New Game from the Title Screen. Once in your first mission, you'll be able to implement the cheats. Do not pause the game, but enter the codes with the controller while the game is going on.
Money Code: Right, Left, A, B, C, Z, Y, X, Right, Left. Your money will increase by $5,000 each time.
Map Code: Up, Down, Right, Left, A, Up, Down, Right, Left, A.
All black areas of the map will be shown so you can see where enemy units are.
Nuclear Code: A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A. This puts a nuclear weapon ready for launch in your sidebar.
Ion Cannon Code: A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B. This gives you an Ion Cannon.
Build Up Code: Y, A, B, B, A, Down, A, B, B, A, Down, Up. You must have a power plant and barracks built before this one will work. You may then use the build-up code to gain access to more units, vehicles and structures as needed. These will be instantly accessible when you look in your sidebar. Use this with the Money Code to efficiently build yourself up.
Visoroid Code: C, Right, A, Z, Y, B, Up, B, B, A. During some point in the game, a visible blob will appear.

Dragon Force
Debug Mode
To access this, begin by turning on the system. While the game is booting, press and hold: L button+R button+X+Z+Start. Then when at the Title Screen (while still holding those buttons) press Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right. Let go of the Start button and then press it once more. If entered correctly, "Debug Mode" should appear at the bottom of the Game/Options Screen. Begin your game to find a Debug Option at the Main Map Menu and other menus.

Iron Storm
Multiplayer Campaign Mode
The only way you could play a multiplayer game before was within Standard Mode. Well, here's a great trick to take control of the opposing forces or play a multiplayer game within Campaign Mode! Go into Campaign Mode and begin a game. Open the system file and enter the Sound Screen. Here, set the BMG to 5 and play every sound effect (that's 1 to 116, in case you didn't know) using the D-pad and C. (Note: You don't have to listen to the whole sound. Just a second or two of each one.) When finished, exit the Sound Screen and go into the Options Menu. You should now get into [illegible] you weren't able to before.

QUICK HITS

TRIPLE PLAY 2000

Mastering All-Star Difficulty, HRs

XG Strategy
by Nelson Taruc

The first of the sports games for the new millennium are finally here, and if Triple Play 2000 is any indication of what's to come, there's much to look forward to.

For those familiar with Triple Play 1999 (or the PlayStation series in general), you'll find—for lack of a better phrase—high-tech slickness. For instance, when the ball's hit or thrown hard, you'll hear a "whoosh" sound. This gives the game a more arcade-like feel, while still preserving the true-to-life gameplay the series has prided itself on.

The game has refined its graphics a bit, smoothing out most of the player polygon models and dropping in new camera angles on fouls and pickoffs.

This strategy focuses on two elements. The first is how to hit home runs consistently—surely many gamers will play through seasons just to see if they can beat the home run records (perhaps a greater feat than winning the World Series). The second focuses on various tips to help master the game's All-Star Difficulty, because many Triple Play vets will be looking for a new challenge—and challenge is definitely what this game setting delivers. Some of the tactics described in the All-Star section also apply to easier difficulty levels, although it is generally easier at those levels to use pitching patterns and get batters to swing at bad pitches.

Database

time to complete	a week
favorite team	Cubs
to play for real	take Kerry Wood out of the rotation
why?	season-ending elbow injury
system	PlayStation
publisher	EA Sports
developer	EA Sports



How to Break the HR Record in 2000...

Thanks to last year's exploits by Sammy Sosa and Mark McGwire, home runs are once again a big deal in baseball, and Triple Play 2000 helps fuel that notion with larger-than-life embellishes to home run hits, such as added sound effects and wicked in-game camera angles on a homer.

However, breaking Sammy's or McGwire's record will be no easy feat in regular Season Mode—at least not at the harder difficulty settings. The best way to master the timing of a home run is to practice extensively in the Home Run Challenge.

For those who just want to jump into the thick of things, here are key tips to help you create new HR records:

1. Get a power hitter: Duh! If you don't know who the league's power hitters are, look at the stats for the All-Star teams under HR.

2. Know the pitch of choice: Although it's possible to hit any pitch out of the park, fastballs and non-breaking pitches are usually HR fodder. When you have a favorable count and expect these pitches to get served, pull out the power swing (Square).

4. Get the timing down: To get the right arc on the ball, press and hold Up just as the pitcher lets go of the ball. With a fastball, a well-timed swing will drive the ball out of the park. Remember: Just making contact isn't good enough; make sure to press Up!



Surviving All-Star Difficulty

Triple Play 2000's toughest difficulty level is rough for first-time players—and even for those familiar to the series. However, it does not play cheap, which is a good reason for playing the game at this level. Here's some key time-saving lessons that should help players conquer All-Star Difficulty:

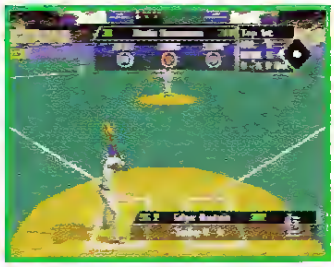
1 Recycle pitchers every three innings: At the All-Star difficulty, you can no longer rely on the "bad pitch" theory (meaning throwing only junk) to get strikeouts and one-pitch easy outs. Most of the time, you'll be forced to work with a full count, since batters rarely chase after bad pitches. This keeps the pitch count up—way up compared to regular games. As a rule, keep a pitcher in for three innings, then sub a fresh one in. If a pitcher's stamina meter turns yellow, yank him immediately. Other signs your pitcher is getting tired: movement on the pitch although you didn't put any on the D-pad, hanging curve balls; planned strikes drift out of the strike zone twice in a row.





New for 2000: If you don't press any buttons while on the mound, the camera will zoom in.

2 Pitching patterns are the kiss of death: Forget anything you may remember from earlier Triple Play games—this time, there are no "sure-fire" pitching patterns to fool the computer. The general rule of thumb while pitching is to never use the same pattern on consecutive batters. Other big no-nos: Always throwing the same first pitch (ball or strike) and location. Also never pitch to the same location more than twice in a row—fail to do this, and power hitters will eat you alive. Mixing up speeds (i.e., changeup vs. fastball) seems to have little effect on fooling computer batters, so don't rely on that tactic to get strikeouts.





New for 2000: Look for new home run camera angles when a ball's walloped out of the park, including a ball cam view.

3 But there are pitching "rules of thumb": While patterns are a big no-no, the computer does have a tendency to act rather predictable in these situations:

- On a 2-0 count, the computer almost never swings. Come in with a low fastball to close up the count.
- The computer always protects the plate on 3-2. Don't think you'll fool the computer with a garbage pitch.
- If you keep pitches low and inside, you'll tend to give up more base hits (on the ground) than if you keep pitches high and in, which tend to result in catchable pop-ups. But as Rule 2 notes, don't get into a pattern.



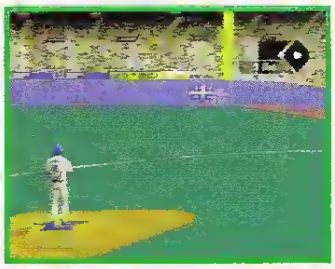
Avoid pitching low and away to power hitters. These pitches were the ones the computer batters pounced on most often to hit out of the ballpark.

Once Again, Great Fake Ads: Crank up the in-game sound so you can hear funny commercial plugs and special just-for-laughs stadium announcements.

Cool New Animations: Check out what happens after: a pitcher strikes out a batter, a hitter whiffs on a third strike, a runner crosses the plate after a home run...

4 Nothing screams "I want to lose" more than overaggressive fielding: Although a superstar outfielder such as Sammy Sosa can gun down someone at home off a base hit, in general, throwing to home is a wasted opportunity. When this happens, the runner at first always advances to second once he sees the throw coming. Your best bet is to always throw to second (or at least the cutoff) and sacrifice the run to preserve a force play—or double play—at second. And once it's into second, hold the ball. It is possible (rare, but I've seen it) to throw wildly to another base, which winds up advancing the runners anyway.

In addition, it is almost impossible to pull off a double play at the All-Star difficulty. The players and ball move too slowly to turn it unless you had someone really slow at the plate. Stick to the sure out at first.





5 Cheap batting tactic: At this tough difficulty level, don't expect to run off huge innings unless you can hit—not just strongly, but able to hit the gaps.

Here's a cheesy trick I learned that works some of the time, namely with contact hitters who lack power. It will get you more hits in the gaps, as well as down the foul lines. Using the Shift buttons, turn the batter all the way so that his back faces the pitcher and his head is pointed toward the plate. The batting stance will look utterly ridiculous, but don't worry about it. The pitch you're looking for is anything inside. Of course, protect the place, but if you get an inside pitch, press the D-pad toward the side of the TV the batter's standing on. I've found this combination creates solidly hit balls that hug the foul lines or gaps between infielders.

You don't need to use this tactic with power hitters. Use them to drive in contact-hitting baserunners.





6 Other batting tactics: At any easier difficulty level, I'd recommend swinging with power on every first pitch. However, at the All-Star difficulty it is vital that you manage to get ahead of the count whenever possible. The computer tends to stick to curves/sliders and off-speed pitches early in the count, to try to get you in the hole. Stick to the contact swing to protect the plate. Every time you get ahead (1-0, 2-1, etc.) assume the next pitch will be a fastball and pull out the power swing at that time.

Second, there's an option to turn on the batter's blue box to help with batting. It not only makes it tougher, but it's very distracting and moves choppily—so turn this option on only if you want supreme gameplay (and frustrating) challenge.



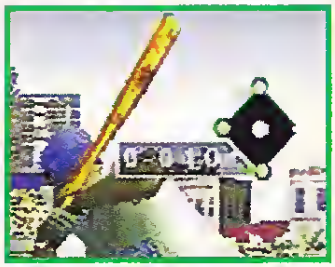


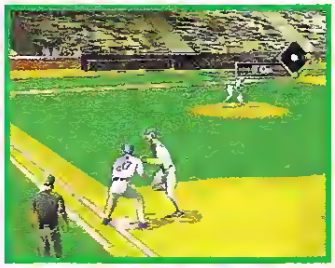
7 The closest thing to a "money play" at the All-Star difficulty: Learn who the aggressive baserunners are on the opposing team (the ones who take big leadoffs). If they are dangerous hitters, don't be afraid to walk them. The reason? It is ridiculously easy to pick off runners—if you know the proper timing. Here's the way to do it:

❶ Look at the baserunning icons at the top of the screens. Keep an eye out for icons that do not touch their base icon. These indicate big leadoffs. The next step is to watch those baserunners. Generally, baserunners tend to move back and forth, however, a few use a different pattern. These runners move away from the base, then inch just pixels farther away, then they retreat—these are your victims.

❷ The key is in the timing. Wait for these baserunners to move away from the bag. Then call a pitch. The moment the pitch is called, the computer often uses that cue to cause the baserunner to jump out a little farther. The instant this happens (or wait if it doesn't happen right away), immediately press Square and the D-pad direction. You'll catch the baserunner leaning the wrong way for an easy out.

It shouldn't matter if the bases are loaded or not, the computer will take the same leadoff regardless of the situation. With skill, you can get this easy out at least once every two innings—and could mean the difference between a big inning and killing one before it starts.







What's great about this tactic is that once you find out who the aggressive computer baserunners are, you can victimize them again and again...

8 Learn the pitches: This is less of a tactic and more of a rule. You'll only win once you learn how each of the pitches move. A pitcher has a repertoire of only up to four pitches at most. While the fastball and off-speed pitches are rather easy to figure out, reading the sinker, curve and slider will take a while. To help the learning process, try to protect the inside of the plate exclusively. Once the computer sees this, he'll feed you pitches away from the plate. This way, you'll be able to see a pitch's full range of motion, which will help you hit more accurately in the future.



New for 2000: When you leave the controls idle for a while, the in-game commentators will shoot the breeze about the 1998 season. Talk about filling "garbage time!"



Tick Off the Announcers: Keep throwing to first base rather than pitch to the mound, and listen to the announcers change their attitudes rather quickly...

In Case You Didn't Notice: Cubs' slugger Sammy Sosa is the pitch man for Triple Play 2000—but it's good to see Harry Caray get a little "tribute time" as well (above).

QUICK HITS

ALL-STAR BASEBALL 2000

All-Star Difficulty Players Guide

XG Strategy by Nelson Taruc

For anyone who's played the 1999 version of this game, there'll be a lot of learned strategies that apply equally well to the 2000 version since the gameplay style remains mostly intact. Most of the game's improvements have been made on the graphics side, with 400 additional animations for events such as home run trots and outfield slides. There are also extra details, from sunglasses on players to rain delays in Season Mode.

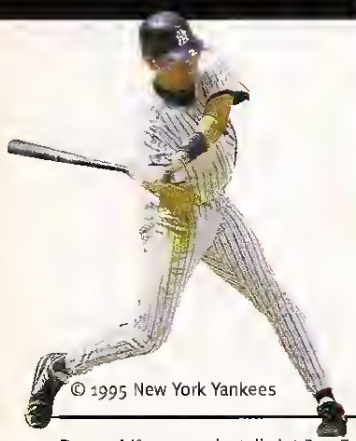
This strategy is geared for players using all the default settings and playing at the All-Star difficulty or below. The general batting, pitching and fielding tips are meant for first-time players, while the pitching analysis chart serves as a "cheat sheet" to learn how all the pitches move—and more importantly, where they usually land.

There's also advice in the batting tips to help players hit more home runs, considering how much fun that created last year.

As far as general advice goes, I strongly recommend that every player get used to calling the pitch and its location during every at bat. It offers a few advantages not normally available to players—see the batting tips for reasons why.

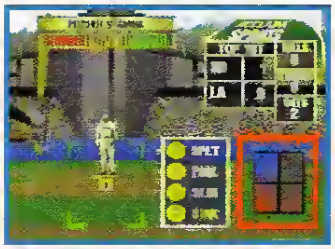
Database

time to complete	one week
better than '99	of course
best features	graphics/stats
worst feature	accidental balks
system	Nintendo 64
publisher	Acclaim
developer	Iguana



© 1995 New York Yankees

Pitching and Fielding Tips



1 As a pitcher playing against the computer, use the hot/cold zones to identify a hitter's weak spots. Aim off-speed pitches and fastballs exclusively to areas that are blue (cold) whenever possible, and avoid serving in red zones pitches with little movement. However, against humans it's best to ignore the hot/cold zones, which don't play as big a factor.

2 Unlike the toughest difficulty of T.P. 2000, the computer can be victimized in this game with off-speed/fastball patterns—such as throwing a slow pitch after a fast pitch—especially if thrown in the same location. Another good pattern. Throw a fastball, then follow up with a sinker in the same spot. However, avoid throwing to one portion of the plate more than three times in a row, computer batters can pick up on patterns.

3 Avoid overuse of fastballs, they tend to reduce stamina most quickly. Also be sure to warm up pitchers before subbing them in, or else they won't have full stamina.



4 You can direct a fielder to throw the ball before he gets it—just press the appropriate C button to the base you want to throw to. When the fielder grabs the ball, he'll automatically release it, which saves time. Finally, if you hate fielding, use the option (above) to relinquish control of any fielder back to the computer.

Batting Tips

If you've played any of Sony's MLB games for the PlayStation—or last year's version of All-Star Baseball for the Nintendo 64—you'll understand the batting interface. Essentially, the goal is to put the batting cursor over the actual pitch location when it crosses the plate, then time the swing. Some advice to raise those batting averages:

1 You'll notice the cursor changes in shape depending on the batter—bigger for good hitters, smaller for mediocre ones. Also, some cursors are oblong to reflect batters who prefer to pull the ball to one side. If you put the little yellow box halfway under the pitch's destination, you'll pop the ball up. If you put the box halfway above, you'll hit a grounder. Take that factor into account when in situations such as sacrifice fly plays.



2 When batting, avoid placing the cursor out of the strike zone. If you see a pitcher aiming a ball out of the strike zone, he's trying to paint the corner of the strike zone—anticipate that move by positioning the batting cursor there. Generally, I avoid swinging at any pitch aimed outside the strike zone if I have less than two strikes, since there's a chance the pitcher will miss the corner for a ball.

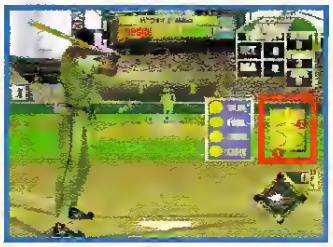


3 Calling pitches has many advantages. Here's how it works. While at bat, hold down Z. Then pick the pitch from the pitcher's menu that you anticipate. Next, pick the location of the pitch. Here's why it's great. As the pitch is being thrown, you'll see the batting cursor go through two series of transformations.

If you guessed the pitch right, the batting cursor will enlarge—a plus. If you guess wrong, the cursor will shrink, which may be a minus. However, now you know what pitch NOT to expect—a backhanded plus.

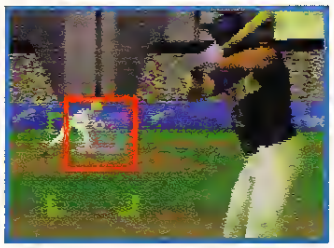
The next transformation: If you guess the pitch location, the cursor will grow even larger. If you guess wrong, it'll shrink. However, with the pitching cursor on, it doesn't matter because you should have an idea of where the ball's headed. If you've guessed totally wrong and have a tiny cursor, just take the pitch—it may wind up as a ball anyway.





4 Here's where the pitch-prediction strategy kicks in. Since fastballs and changeups rarely "move" from the pitcher cursor target, you don't need to call those—call a pitch such as a curve or a slider. If the cursor grows, then you know where to move the cursor to (with the help of the pitching charts on the next page). If the cursor shrinks, it's a good chance the pitch is indeed a fastball/change-up, and since you can see the pitcher's target, you'll know where to put your batting cursor.

As for guessing where the pitch is headed, look at the hot/cold batting chart to see where the pitcher has thrown to you to note any trends. As a general rule, guess the opposite corner of the last pitch, or guess any area where your chart is cold (blue).



For home run hitters, use Batting Tip 4 differently. Rather than call curves, call fastballs exclusively. That way, you'll get early warning when one is coming. Place the yellow cursor so the top edge cuts the ball exactly in half. Now just time the swing right for an easy homer!

Beware! If you accidentally hit R or Z on or immediately after a pick-off play, you'll override computer control and get tagged out. It may also move other runners.

Beware Again! Another irritating mistake players may make is getting called for a balk. When in the stretch, be careful about accidentally hitting other buttons.

Pitch Analysis

The charts show how the 11 different types of pitches move from the pitcher's hand (the gray figure) to the plate, from the batter's point of view. These pitches are aimed at the exact center of the green strike zone (black dot) so you can see the true "landing" point (red dot; the pink area shows the possible variance as a pitcher gets tired) where the pitch will actually cross the plate—key info for both pitchers and batters.



Note: These charts show right-handed pitchers; flip them for southpaws.

Fastball (FAST)

Speed Range (m.p.h.)

90-100+

A+ Rated Starters

Clemens (Yankees), Wood (Cubs), Schilling (Phillies), Johnson (Diamondbacks)

Analysis: Try to avoid its use unless you have an A-rated pitcher, because it's very easy to hit—there's no movement on it. Plus, it tires out the pitcher quickly. Teams who have closers with A+ fastball ratings: Giants, Expos, Astros, Braves, Rangers, Angels and Yankees.



Change-up (CHNG)

Speed Range (m.p.h.)

75*-80

A+ Rated Starters

Martinez (Red Sox), Maddux (Braves), Glavine (Braves), Mussina (Orioles)

Analysis: Moves exactly the same as the fastball, but 20 m.p.h. slower. It's arguably the best pitch in the game, because it really fools computer batters (especially when set up by the fastball) consistently. Use this pitch to work the corners, since it aims close to the target.



* In some cases, it can drop to the 60s

Split-Finger (SPLF)

Speed Range (m.p.h.)

85-91

A+ Rated Starters

Reynolds (Astros), Cone (Yankees)...and a closer: Shaw (Dodgers)

Analysis: Think of it as a fastball with movement, which makes it hard to follow as it slides across the strike zone. Like the change-up, this is a good pitch to get strikes with.



Curve Ball (CURV)

Speed Range (m.p.h.)

79*-84

A+ Rated Starters

Wood (Cubs), Kile (Rockies)...and a closer: Gordon (Red Sox)

Analysis: Since it's a pitch that falls out of the strike zone if aimed anywhere in the lower half of the green box, it's a good pitch to fool human opponents with. However, that tactic rarely fools the computer at the All-Star difficulty—so limit its use or aim it high in the green box.



* In some cases, it can drop to the 60s

Slider (SLDR)

Speed Range (m.p.h.)

80-85

A+ Rated Starters

Johnson (Diamondbacks), Maddux (Braves) Brown (Dodgers)

Analysis: Hands down the best pitch to use against humans, because the horizontal movement of the ball is wickedly deceptive. The computer doesn't have too much trouble with it if it drifts into the strike zone. Note the tendency for the final ball location to vary more compared to other pitches.



Sinker (SINK)

Speed Range (m.p.h.)

85-95

A+ Rated Starters

Brown (Dodgers)

Analysis: From the batter's box view, the ball will seem to hang just above the left corner of the green box for a while—then the bottom will drop out of it at the very last second. This is a good "trick" pitch to get out overaggressive swingers, with little fear of getting a good hit off it.



Forkball (FORK)

Speed Range (m.p.h.)

85-90

A+ Rated Starters

Clemens (Yankees)

Analysis: Here's another great pitch that works in the same vein as the sinker—it hangs high as if it were a high fastball, but drops at the last second. Try to aim the pitch along the "equator" of the green box, so if the batter doesn't swing, it'll still be a called strike.



Knuckleball (KNCK)

Speed Range (m.p.h.)

70-73

A+ Rated Starters

Wakefield (Red Sox), Candiotti (Oakland As)

Analysis: The most common goofy pitch available, it makes a zig-zag route to the plate. Sometimes the pitch "shakes" a little at the end, which is odd and can throw off human foes. Because it moves so wildly, the actual landing point rarely matches from pitch to pitch—thus the large pink oval.



Spitball (SPIT)

Speed Range (m.p.h.)

85-90

A+ Rated Starters

None

Analysis: Here's the first of three extremely rare pitches you'll find unless you play in arcade mode or create a pitcher. Notice how extremely far the ball drops even though the pitch aiming cursor's directly at the center of the green box.



Screwball (SCRW)

Speed Range (m.p.h.)

82-85

A+ Rated Starters

None

Analysis: Here's another rare pitch that looks absolutely goofy coming from a right-handed pitcher, because it moves across the pitcher's body but breaks back sharply at the very end. If you create a custom pitcher, make sure to put this pitch in his repertoire.



Palmball (PALM)

Speed Range (m.p.h.)

74-78

A+ Rated Starters

None

Analysis: This wily-but-rare pitch combines the movement of a sinker with the velocity of an off-speed pitch. Although it's rather easy to hit, it is a good "mind trick" pitch when used immediately after a split-finger or fastball.





Making the Pitch: Here's Derek Jeter (left) and the New York Yankees' bench coach Don Zimmer going through spring training "warmups" with a game of All-Star Baseball 2000. Jeter filmed the commercial for this game at training camp in Florida. For more details (or to see the ad), visit www.acclaim.net.

Boss Weaknesses Revealed!

Goemon's Great Adventure

XG Strategy
by Benjamin Durbin

Goemon's Great Adventure combines a lot of tried-and-true game elements. The overall game has the story, dialogue, exploration and resource management of an RPG. At a more specific level, the gameplay is a blend of familiar platform obstacles (enemies, pits, moving platforms, rolling boulders, etc.), but with an interesting multiple-path 3D approach. Top it all off with sub-Bosses and, of course, giant robot Bosses.

The pacing of the challenge is handled extremely well. The levels and quests get consistently harder, but it is clear that the designers intended you to be able to complete the game. For example, the Boss levels grant you a few extra power-ups if you keep losing. The pacing is such that a player of any skill will feel challenged.

Database

time to complete	20-30 hours
challenge	moderate
best charactar	Gaemon
best sub-boss	Talsamba 3
best robot boss	Kabuki Final
system	Nintendo 64
publisher	Konami
developer	Konami

The game allows you to play as one of four different characters. Initially, you will only have access to Goemon and Ebisumaru. As you explore more you'll find Sasuke and Yae.



GOEMON

Goemon will be your primary character for completing the game. His double-jump ability is indispensible for navigating the platforms and obstacles in each level. Goemon's Chain Pipe can be used to destroy Star Blocks in your path.

Jump:	Excellent
Attack:	Pipe
Special:	Chain Pipe
Ranged:	Golden Coin (1) Flame Coin (3)



EBISUMARU

Ebisumaru is a very difficult character to master. His normal jumping ability is very poor, so it is imperative that you learn to use his Hip attack (Ⓑ + ▼Ⓑ) to make the higher jumps. His advantage is his Solid Megaphone, which he can use to create stepping stones to ultimately reach places not even Goemon can get to.

Jump:	Poor
Attack:	Fan
Special:	Solid Megaphone Hip Attack
Ranged:	Shuriken (1) Gas Attack (3)



SASUKE

Sasuke is a well-rounded character with decent jumping ability as well as the ability to go underwater. His Dagger attack is especially nice when it is powered up to Level 3 as he will throw a dagger in addition to his normal swing. Sasuke's Big Bomb is capable of destroying the cracked blocks on some levels.

Jump:	Average
Attack:	Dagger
Special:	Underwater
Ranged:	Bomb (2) Big Bomb (5)



YAE

Many levels include watery areas where Yae can transform into a mermaid and dive down. Yae is the most powerful underwater character: She can use the Ⓑ button to make a dashing attack which also makes her invulnerable. Above ground, Yae's Lock-On Bazooka can seek and destroy enemies in the background.

Jump:	Average
Attack:	Katana
Special:	Underwater
Ranged:	Bazooka (2) Lock-On (5)

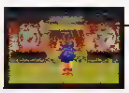
Getting Around Town

Each world will have a town where you can rest, purchase items, save your game and find quests.



Tea House

Marked with a blue awning, enter this store if you want to change players in town. Certain NPCs will only grant quests to certain player characters, so it pays to explore each town fully with all the characters at your disposal.



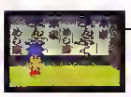
Store

The best items to buy in the stores are the fish balls. If you lose all your health, the fish ball will drop down and give you some health back—1, 2 or 3 points depending on how good your balls are. Of course, if you die because you drop off the screen, the fish balls won't help you at all.



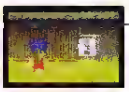
Fortune Teller

This is one of the most useful (and bizarre) experiences in town. The fortuneteller will give you clues about quests you can pick up in town; completing the quest will generally get you an Entry Pass.



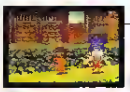
Restaurants

Restaurants come in several different styles, but the game effects of the menu are basically the same. Look for the most expensive item on the menu; this item will not only restore your health, but you will get an extra life as well.



Inn

The inn is the only place in the game where you can save your game. Stop in frequently. Don't waste money on a room; go to the Restaurant to heal up instead.



Residences

Make sure you talk to everyone in town. There are some points in the game where you cannot advance without completing special quests for the NPCs.



Find and Face the Bosses



■ Checkpoints

Every overworld map has a checkpoint. In order to pass the checkpoint you must collect a certain number of Entry Passes. These are awarded for completing levels and town quests. Levels with multiple paths or underwater sections may contain two or even three Entry Passes. A level that still has Passes hidden somewhere will not say "Clear" on the overworld map.

■ Castles

Beyond each checkpoint is the castle, the Boss level. After you open the checkpoint gates, but before you enter the castle, you should run back to town. Stock up on extra lives, fish balls and even armor, then save your game. Now you are ready to tackle the castle. Castle levels are the longest and most difficult. At the end of the level you will have to face a sub-Boss and a final robot Boss.

Sub-Bosses

Defeating the sub-Bosses requires you to figure out the sub-Bosses' weakness. Attacking them directly is usually ineffective or impossible, so you need to keep moving until you can discover the "trick" to each one. Fortunately, if you die, the next time you face the Boss you will find a couple of Silver Fortune Dolls nearby. If you die again, they will upgrade to Gold.

Edo Castle: Shishi Scarecrow



Attacks: Steam Blast, Tail Sweep, Impact Smash, Floating Bombs

Weakness: Strike the Floating Bombs and send them back into the middle.

Ryugu Castle: Taisamba 3



Attacks: Pop Shots, Sonic Wave, Electric Dive

Weakness: Cut all the ropes to make something unpleasant happen to it

Majin Castle: Gorotsuki



Attacks: Smash, Tuck and Roll

Weakness: Hit it repeatedly to knock it down, then attack the ghost that appears.

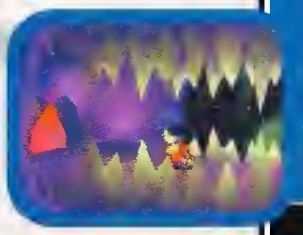
Underworld Castle: Kabuki 64



Attacks: Plasma Blast, Monster Smash

Weakness: Keep close and strike it until it drops its shield. Once it starts calling on the monster to smash you, stand in front of it so the blow lands on Kabuki 64 instead!

Dream Castle: Dochaki



Attacks: Plasma Blast, Bomb Fling, Laser Eyes, Poison Breath

Weakness: Jump over the human form's attacks and strike him when he's on the bridge with you. In demon form, hit it several times, then charge its mouth and terrorize its tonsils.

Final Bosses

In addition to the sub-Bosses, each overworld castle has a Giant Robot Boss for you to fight. Learn to recognize the attack forms of the enemy robots so you can prepare for them.

Attack Forms

• **Missile Attack:** Each robot has at least one kind of missile attack. Use the button for your quick jab to punch through it and defend yourself.

• **Rushing Attack:** The robot will disappear or back off, then come flying quickly toward you. If you can see it coming in time, you can use a hard punch or even a kick to clear it out.

• **Haymaker:** At times the enemy robot will just step right up and try to whale on you. There should be plenty of time for a kick delicious attack , or, best of all, a severe pummeling with the rapid punch .

• **Maga Blast:** Every enemy robot has at least one kind of Mega Blast. You will know when it is coming because the screen will turn funny colors. When this happens, you need to immediately transfer control to your other robot. Toss the baton by pressing and make sure you time it so the other robot can catch it. If you can't transfer control, you can sometimes seize the advantage with a mega blast of your own but only if you are primed for it (your dashboard lights will flash rapidly). Finally, if all else fails, try blocking + . It's better than nothing!





Learning to control Impact/Miss Impact is essential to getting past the final robot Bosses. Here's four attacks you cannot do without:

■ **Quick Jab:**
This attack is used to strike incoming projectiles (such as Bismaru's hearts).

■ **Rapid Punch:**
This is your best damage-dealing attack. However, if you miss, you will leave yourself open for a counter-attack. Use this after you have a feel for the enemy robot's patterns, when it hesitates in front of you.

■ **Blast Beam:**
Use this defensively to knock the opponent out of a special attack.

■ **Baton Throw:**
An absolutely vital tactic for getting out of the way of incoming super attacks. As soon as you see the enemy start its attack, look for your partner robot to start walking to the left or right. Throw the baton and make sure you lead the throw just a bit ahead.

EXPERT GAMER™



Super Smash Bros.

"With all the blast-from-the-past characters, cool items to help you in a battle, and the unique way to finish a battle, Super Smash Bros. will keep even the beginner players in the fight. After playing a ton of versus battles, you'll learn the pros and cons of each char acter's unique and complex attributes. Our best strategy would be to get the game, call your friends, and set aside a lot of time for this awesome title."

– The *Expert Gamers*

EXPERT'S CHOICE AWARD

All the Bonus Games and Multiplayer Strategy

SUPER SMASH BROS.

XG Strategy
by Scott Augustyn

This is one of the best titles to happen to N64 multiplayer since GoldenEye. There are many ways to fight with each character (or characters, if you play as a team). Each of the familiar Nintendo characters has its trademark moves and features that you'll be drawn to. These loveable guys generate a high "fun factor," and you may find yourself cheering or high-fiving every time you get a kill or win a game. While the One-player Mode is fun...it's all about teams!

Database

time to complete 1/2 hour
challenge variable
best item Homerun Bat
best fighter hmm...Ness
best taunt Kirby's

system Nintendo 64
publisher Nintendo
developer Hal

Unlocking The Secrets

◆ **Captain Falcon** - The easiest secret. Beat the game. He'll challenge you, and if you beat him, you'll earn him as a playable character.

◆ **Luigi** - To acquire Luigi, practice the first bonus round with all eight normal characters. In the practice rounds, finish each board. He will then challenge you, and if you beat him, you can play as him.

◆ **Ness** - The hardest one to obtain, but still pretty easy. Beat the game on the Normal difficulty level with the number of lives set to three. You also cannot continue throughout the battle. Once you beat the game and after the credits, Ness will challenge you. Beat him to make him playable.

◆ **Purin** - To get her, beat the game first and access Captain Falcon. Once you do that, play through again and she will challenge you at the end. Beat her and she becomes playable.

◆ **Sound Menu** - To open up this option, play through both practice bonus rounds with all the characters including the secret ones.

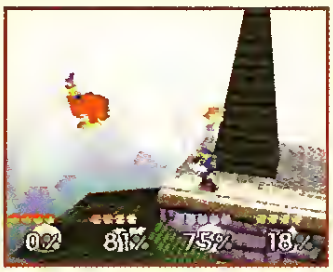
◆ **Mushroom Kingdom Stage** - To get this secret stage for versus play, beat the game with all eight original characters. Have the difficulty on Normal and the number of lives set to three.

◆ **Item Menu** - Play the Versus Mode 50 times to open this option.

General Tactics

One-player Strategies and Tactics

◆ **Keep up the attack**- Whenever you are playing, be sure to keep the battle going. Whether it be getting an item or throwing a fireball, keep everything moving. If you sit around in one spot for too long, the computer may start attacking you from a distance or charge at you!



◆ **Don't be afraid to go for a throw:** In most fighting games, throws are sometimes frowned upon. For this game, though, you will need to focus on throws. They do good damage and are an easy way to toss an opponent off a ledge.

◆ **it's all about the items**- Even when you are fighting three against one, you can still pull through the match if you get the right combination of items. Whenever you see an item drop, collect either the box or the items quickly. Inside may be a Homerun Bat or the Heart container. Also, remember that you can throw just about any item. Sometimes items can be more useful if you throw them at an opponent instead of keeping them.

Multiplayer Tactics

◆ **If you're in a team, be a team:** Team play is all about just that- being a team. When two fighters are tag teaming an opponent, they do a lot more damage than if just one was. Also, watch your teammate's back. Sometimes a fight between two opponents can get so intense that they forget to watch out for the other person's teammate sneaking in from behind. Keeping your teammate alive may actually insure your own survival, so make the effort.

◆ **Work the edge**- The easiest way to notch a kill is to toss a foe off a ledge. Of course, when you fight another human, he/she will want to get back on the ledge more than get in that last death shot. With this in mind, after tossing an opponent off a ledge, stick around and guard that ledge. Charge your power attacks, get ready with items, or launch out distance attacks to keep him/her from being able to get back on the ledge. This can be a little frustrating for the other player, but you should expect no less from him/her.

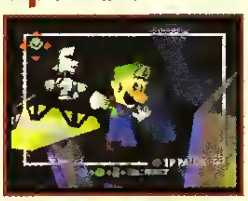
Item List

There are a few ways items can become available in a battle. They can be dropped in by themselves in a small container, a large box or a barrel. If you get any of the containers, you can use them as one-hit weapons.

Name of Item	Type	Usefulness	Extra Notes
Beam Sword	Weapon	High	Can be even more effective if thrown
Homerun Bat	Weapon	Very High	Connect with a Forward+A attack for an instant kill.
Hammer	Weapon	High	Limited invulnerability, delivers massive damage
Harisen	Annoyance	Very Low	More effective thrown than kept.
Motion Senser Bomb	Land Mine	Moderate	It takes a few seconds to arm after being thrown.
Bomb Trooper	Weapon	Moderate	Pick up and throw before it activates itself.
Bumper	Annoyance	Low	After hitting a target it'll usually fly back and hit you.
Shell	Weapon	Low	The red will move on the platform it lands on. The green stops when it hits something
Monster Ball	Special	Varies	This Poké ball will release a few random monsters to help with the battle
Ray Gun	Weapon	High	A very fast and very strong long-distance weapon.
Fireflower	Flamethrower	Moderate	Best used if opponent is trapped in a corner
Star Rod	Weapon	Low	More effective when thrown.
Maxim Tomato	Healing	Moderate	Recovers a high amount of damage but not all
Heart	Healing	Very High	Recovers all damage done
Star	Special	Very High	Makes you temporarily invulnerable to all attacks

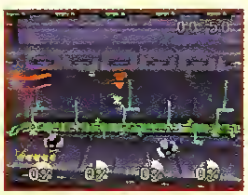
One-player Specials

Metal Mario



This is one of the special characters you need to fight in order to get to the end. There are a couple obstacles you will have to overcome with this opponent: First, he has no kickback at all from blasts until he is damaged heavily. Second, throws will not toss him far at all until he is heavily damaged. Third, he, of course, has all of Mario's moves. To wear him down enough to beat him, perform some quick hit-and-run attacks and then move. Also, keep your eyes open for falling items. You can usually find a hammer in this stage.

Bonus Stage Number 3



Undoubtedly the easiest bonus stage in the game. To complete this stage all you have to do is reach the bottom area. There are three enemies roaming around the levels. Don't even bother trying to fight these guys because they just slow you down. On the second level, jump over some exploding balls. On the fourth level down you'll need to navigate through some bumpers, and on the last level, haul over to the right and enter the hallway at the end. Do it quickly for big points.

The Glove

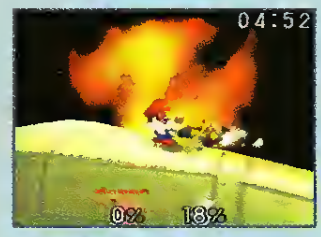


The Boss of the game. Each character will need to fight this Boss just a little differently to beat him. The good news is that there are no throws that need to be done, just a set amount of damage (300 points to be exact). He does have a pretty wide variety of moves to use against you, but they are either somewhat easy to dodge or can be entirely blocked. If and when he shatters your shield, just be sure to tap the buttons quickly. If you are fast, you can recover before his next attack.

Multiplayer Tips & Tricks

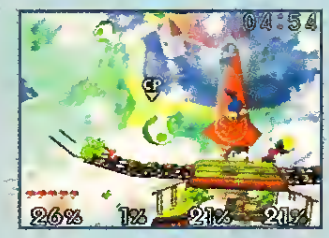
Difficulty to Use: Low
Overall Power: High
Level of Fighter: Beginner

Mario is a pretty well-rounded character. He has a good range attack and can handle an up-close fight. Mario is also easy to learn which is always an attractive feature in a character. His attacks are simple, and the range is usually close and easy to execute.



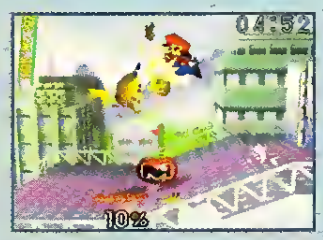
Beginners Tactics

The uppercut, the uppercut. Mario's uppercut is an extremely useful move and can knock away nosy opponents easily for a quick recover. Use the uppercut on any incoming attacks to send them flying. Another great damaging move is Mario's spin. Getting the aim down for this attack is a little tricky. You will need to either catch your victim in the air or have him/her landing on you for you to get a clean hit. Once you do hit him/her, you will do a pretty decent amount of damage and toss him/her a short ways.



Advanced Tactics

After throwing or knocking an opponent off the side, stay somewhat close to the edge and launch off fireballs. If you constantly launch the fireballs, your foes will either have to fall to their doom or jump over you. If they choose to jump over you, hit them with an uppercut and continue with the Fireball Carpet below them. This works well on a one-on-one, but if you are playing a team game, be sure you keep an eye on the other team member. If the other teammate starts to get too close, launch one more fireball and then jump away.



Mario

One-player Strategy

■ One-on-one Mario is a very good fighter. With his long-range reach from his fireball, he can keep nosy foes at bay. If they get too close, spin or uppercut to throw them back a little. Although his throw has to be done at very close range, it can be executed quickly.



■ When fighting against multiple targets—like the Yoshi team or the Dummy Corps—do quick uppercuts. These hits will send opponents flying and can clear out upper platforms fast.



■ One of the better attacks to use against the Glove is Mario's Jump Kick. It does pretty good damage and has a quick recovery.

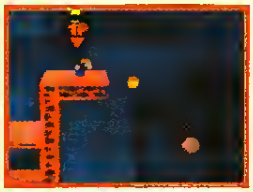


Mario Bonus Map 1

Target Checklist

1. At the start quickly run to the left and smash the first target with a normal attack.
2. Quickly run to the right and hit the other target with a normal attack.
3. Jump up and hit this target to smash it.
4. Do a Double Jump to catch this target. Destroy it with a normal attack.
5. To get this one jump slightly off center from the middle of the target. Jump once, then twice and do his uppercut to hit it
6. To hit this target stand on the ledge of the platform and throw a fireball.
7. To get on this platform do a Double Jump and his uppercut. When you do the uppercut, you will smash the target.
8. Jump up from the platform before and throw a fireball to catch this target.
9. While falling down to the platform below, you must time a normal attack to hit this target.
10. This final target is an easy one to get. Jump off the left edge and then Double Jump back and into the little niche where the target is. When you pass over the target, do a normal attack to smash it and finish the round.





Use Mario's fireball to snag this target.



A midair attack or an air fireball will hit this one.

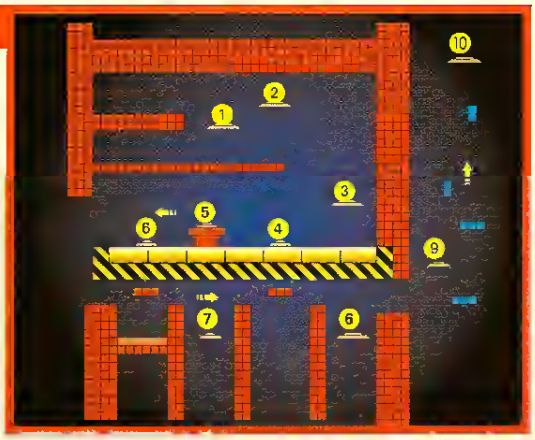


Fall off the side then jump back and uppercut.

Mario Bonus Map 2

Target Checklist

1. As soon as the round starts run right and off the edge. You will land on the first platform.
2. Do a normal jump from the first platform to land on this one.
3. Fall off the second platform and you will land on this one.
4. To get onto this one time your jump right as the platform is going down. When it reaches the lava, run off the ledge and onto it.
5. Use the same pattern as the first one to jump on this one safely.
6. Again the same pattern applies to this one as the one before, but it is a little quicker.
7. To get onto this platform without falling off the ledge flip the pattern stated in step No. 6.
8. Walk off the ledge before this platform to land on it safely.
9. Double Jump from the ledge to get over to the platform below this platform, then jump up and on this one.
10. You will need some precision jumping to get to this platform. Be aware of the distance you get thrown when you do his uppercut and you should make it.

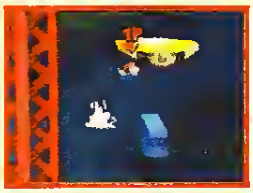




Jump toward the platform before it rises.



Fall off the ledge and Double Jump over to here.



Do an uppercut from here to land on the ledge.

Donkey Kong
One-player Strategy

■ Going one on one with another fighter when playing as DK can be a pretty difficult task. His slow attacks and movement are an exploitable weakness. To counter that use his spin (U+B) to move around. Use his weaker A button attacks to do quick combos.



■ Against a group his spin will do a pretty good job. His throw can be done fairly quick as long as you don't carry your foes anywhere. Keep him to the lower levels so he can move around a little.



■ Quick attacks work well against the Glove. His Charge Punch does well also but takes too long to charge. Stick to the A button attacks.

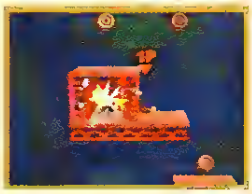


Donkey Kong Bonus Map 1

Target Checklist

1. A normal A button attack will destroy this first target.
2. Another A button target. Smash it on the way to the next target.
3. Jump onto the platform here and smash this target with an A button attack.
4. Jump onto the moving platform here to be able to smash this target.
5. To get this tricky one you will have to use your Charge Punch to smash through the wall and hit the target.
6. Do a Double Jump up and then a midair attack to smash this target. Once you do that, float over to the next platform.
7. Another easy one, just jump up and smash the target.
8. To get this target requires a little bit of finesse. Once you jump off the ledge fall slightly below the target then perform the spinning attack. If you do it at the right height, you should smash it without a problem.
9. After destroying the previous target, land on the platform below it. From this platform do a Double Jump up and basic attack to break this target.
10. To get this last one fall off the ledge and then do a midair attack.





Use his Charge Punch to get this protected target.



Do the spin when you are slightly below the target.

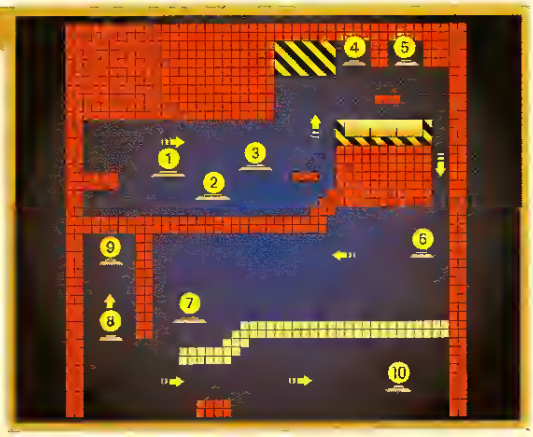


Do a midair kick to smash this target.

Donkey Kong Bonus Map 2

Target Checklist

1. Run forward and hop onto this platform to activate it.
2. Keep running off the first platform to hit this one.
3. Do a Double Jump from the previous platform to get to this one.
4. You need to hop onto the moving platform in order to get underneath this platform. Once underneath it jump up and through it.
5. To drop down from the previous platform press Down twice. Use the same technique as before to get to this one.
6. Fall down from the previous platform and land on this one to activate it.
7. Jump off the previous platform and then do a Double Jump. Finally do your Spin Punch to float over and activate this one.
8. To get onto this platform wait until it reaches the top of its rise. Once it's almost there, drop down and do a Double Jump underneath the platform to get on it.
9. Double Jump up from the other platform to get on this one.
10. Use the same technique as platform No. 7 to get to this one. Do your spin at the height of your second jump.

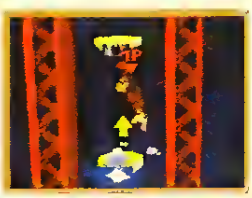




Jump up and through the platform.



Jump and use the spin to float over.



Double Jump up and through the platforms.

Multiplayer Tips & Tricks

Difficulty to Use:	Moderate
Overall Power:	High
Level of Fighter:	Beginner

From Editor Ben Durbin: Donkey Kong is a great teammate. On his own, his moves aren't that effective, but he has excellent support skills if you are going for the team win. Use his great attack range for controlling territory and forcing your opponents into your partner's attacks.



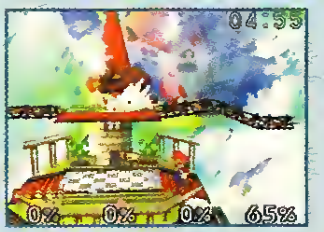
Beginners Tactics

The first thing you need to master is DK's Spin Punch. Use this in midair to "float" back to safety. It has a wide area of effect, so it is excellent at snagging jumpers.

DK also has a nice charging move. Start running toward your victim, then tap A and give him/her the big boot. This hit can set him/her up for a follow-up grab.

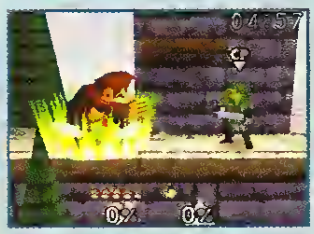
You can extend your dominance over the skies by clapping your hands over your head or by jumping up and swiping the air above you.

Finally, one of DK's strengths is the deterrence factor. His hits are so lethal that your mere presence can force your opponents into areas controlled by your teammate!



Advanced Tactics

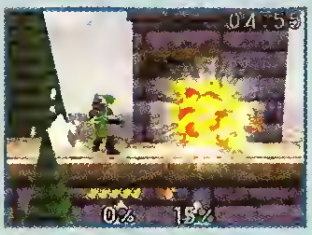
Without a doubt, Donkey Kong's most effective attack is one of the cheapest in the game. DK is the only character who can grab another and then move. Hold the victim while your partner smashes away. The most effective way is to hang on tight and then take a suicidal jump off the edge. Use this when you have high damage and especially against "fresh" opponents. If you gotta go, you might as well take them with ya!



Multiplayer Tips & Tricks

Difficulty to Use: Moderate
Overall Power: High
Level of Fighter: Moderate

Link is one of the best fighters in the game. His only shortcoming is his slow throw speed and lack of any long-distance projectiles. He does make up for the last one with his use of bombs and boomerangs. His bombs can be thrown for high damage and good knock back.



Beginners Tactics

Keep to the lower levels. Link has more useful attacks upward then he does downward—namely his Spin Slash. With this attack you can usually affect a whole platform above you and then land on the upper platform itself to take it over. If you get a group of fighters who are just launching projectile shot after shot, duck down for a second and pull a bomb out. You can easily jump in between shots and launch a bomb at them. If it doesn't hit, it usually will give them pause enough for you to get away from being pinned down and rush to make an attack. Another good tactic is to just launch your boomerang whenever you can.



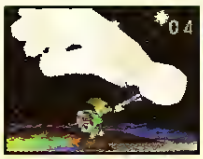
Advanced Tactics

One thing that is a little hard to notice but is extremely useful is that his Sword Slash attack can cancel out a projectile shot. This is very useful as you can continue to move closer and closer to the fighter while he/she is stuck in one place and shooting at you. The boomerang can also cancel out shots, but that is not nearly as practical and extremely hard to do.

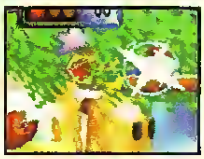


Link

One-player Strategy



■ There is no better attack than his Forward Sword Slash when it comes to one on one. Use it when you are doing a midair attack or when you are in close combat with an opponent. His Upward and B attack is a close second but must be executed when near an opponent.



■ When fighting a group of fighters focus on using the Sword Slash and Spin Slash. These same two moves that were so effective in one-on-one are even more effective in the group battles.

■ Against the Glove the Slash attack works well and his quick-stabbing Sword attack is good for some decent damage.



Link Bonus Map 1

Target Checklist

❶ A Sword Slash will quickly destroy this target.

❷ To hit this long-range target pull out a bomb. Stand a little back from the edge and just toss the bomb off the ledge.

❸ To get to this target, do a Double Jump followed by a Spin Slash. This should get you to the platform and break the target.

❹ The hardest one to obtain. To obtain this one perform a Double Jump, and when you are at the height of your jump, perform a Spin Slash.

❺ To acquire this one and the next one just stand on the ledge and drop a bomb down the shaft.

❻ See target No. 5.

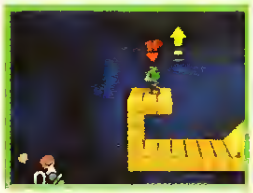
❼ To get this one do a Slash next to the wall.

❽ Do a Double Jump then a Spin Slash to obtain to this platform and break the target.

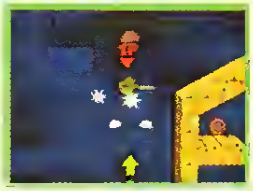
❾ Another Double Jump and Spin Slash is necessary to get up and onto this platform. You should also break the target when you Spin Slash up.

❿ Do a Double Jump over and keep yourself close to the top. When you perform the Spin Slash, you will catch the target and end the bonus round.

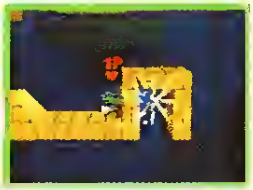




Toss a bomb off the side here to catch the target.



Do a Double Jump and spin to hit this one.



Do a Forward and A button slash to get this one.

Link Bonus Map 2

Target Checklist

❶ At the start jump up and onto this platform.

❷ Jump right and activate this platform.

❸ Hop back over to the left and activate this platform.

❹ Now do an upward jump and onto the platform above the last.

❺ While on the fourth platform perform a Double Jump up and catch a ride on the moving platforms above. Jump into the center to activate that platform.

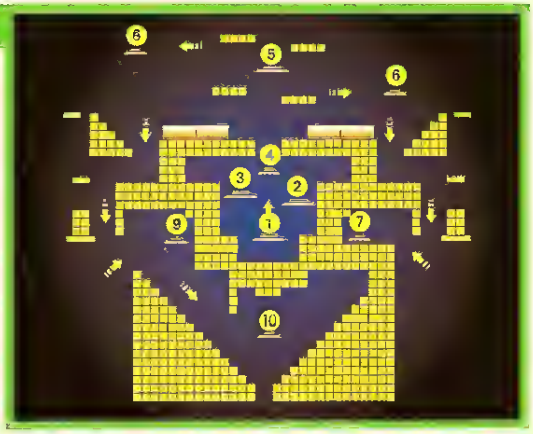
❻ From the spinning platforms surrounding No. 5, you can easily do a Double Jump over to land on this platform.

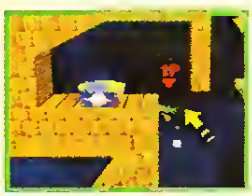
❼ Drop down from platform No. 6 and do a Double Jump into this little area to activate this platform.

❽ To get out and back over to this platform you will need to jump down and over to the platform with the moving block. Jump on it and then use it to jump back up.

❾ Follow the same general strategy as No. 7 to reach this platform. This one is moving, so you may need to perform the Spin Slash to keep you in the air longer.

❿ Fall off the right side of No. 9 and then coast down to the right. Do a Double Jump and you will land easily on the platform.

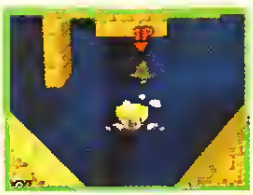




Perform a Double Jump to hop into this niche.



You'll need to do another Double Jump to get here.



Use the Sword Spin as a last resort to land here.

Samus

One-player Strategy

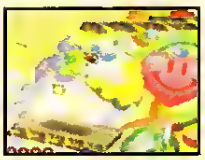
■ One-on-one Samus has the distinct advantage. She is a very defensive character and can be very hard to charge at. Long-distance projectiles can weaken a fighter while her Spin attack can keep him/her away from you. Her overhead bombs can also be very effective against turtlers.



■ The Spin attack and simple attacks are the best tactics to use against the Glove. Your shot takes too long to charge to be effective.



■ Against groups, take the lower ground. This way you can perform your Spin attack and knock them completely off the board. Multiple enemies can be caught in your Spin attack.



Samus Bonus Map 1

Target Checklist

❶ A simple A button attack will destroy this first target.

❷ Jump up and onto this platform. Perform a normal A button attack to destroy the target.

❸ A Double Jump up and then her Spin attack will get you onto the platform and destroy the target.

❹ This elusive target must be destroyed by dropping a bomb while in midair over the target.

❺ Perform a Double Jump and then her Spin attack to catch this target.

❻ A midair A button attack from the moving platform will catch this target and land you over the platform.

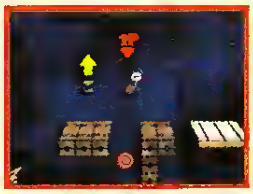
❼ Another bomb attack is necessary here to destroy the target. If you are really fancy, you can drop a bomb after destroying the previous target.

❽ Jump up from the platform and then do a midair shot when you are level with the target.

❾ Fall off the same platform and do a midair attack to break this target. To save some time you can fall after you shoot target No. 8.

❿ One of the easiest ones to get. After you destroy target No. 9 land on the platform and turn left. Let out one shot and you will break the target and finish the round.

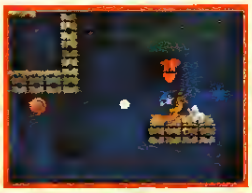




Jump over and drop a bomb to this one.



Do her flame attack to hit any targets nearby.



One shot will finish this bonus round.

Samus Bonus Map 2

Target Checklist

❶ Right from the start run to the right and off the ledge.

❷ Double Jump up and onto this platform.

❸ Do another Double Jump over and onto this platform.

❹ From platform No. 3 fall off and guide yourself onto this moving platform.

❺ To get to this one you will need to do a Double Jump and then her spin attack.

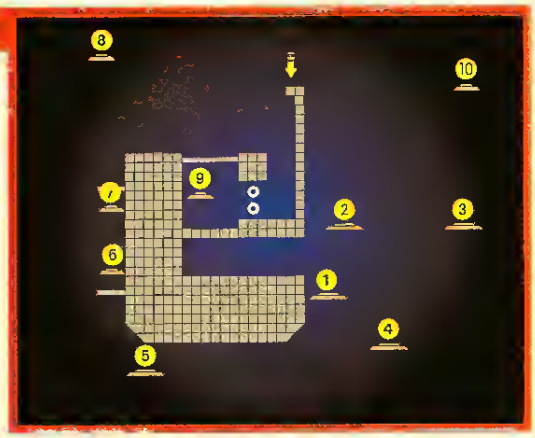
❻ This platform and No. 7 are cycling down the side of the wall. Just keep jumping when you get onto these platforms and you will eventually land on both of them.

❼ See No. 6.

❾ After getting No. 6 and 7 jump up to the ledge. From this ledge do a Double Jump and then her Spin attack to get up to this platform and activate it.

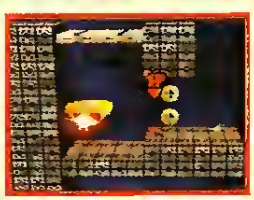
❾ This is a tricky one to get as there are two bumpers in front of the entrance. The trick is to roll under them. Use the Z button and tap left at the same time to get under them. You can then jump up through the floor to get out.

❿ This jump is one of the hardest to perform. You will need to jump from the extreme edge and then perform another Double Jump. Finally do a Spin attack to get over and onto it.

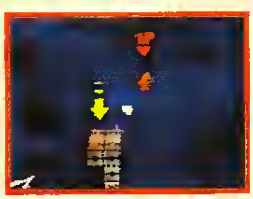




Fall down and guide yourself in midair for this one.



Use your Z roll to get into this little niche.



A very hard jump. Stay high as long as you can.

Multiplayer Tips & Tricks

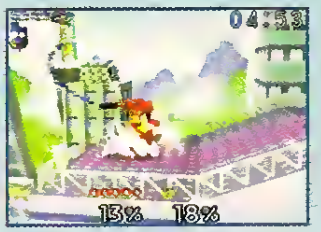
Difficulty to Use:	Moderate
Overall Power:	High
Level of Fighter:	Beginner

From Editor Mike Vallas: Samus is an effective character when played very defensively. She doesn't have much in the way of punches or kicks, but if you can time her special attacks, they can deliver a severe amount of damage. She excels at providing cover fire for your teammates.



Beginners Tactics

Her most useful attack is her Screw attack (Up and B). This attack is nearly invincible and can go through most opponent's attacks. However, you are quite vulnerable after the attack. Samus' Charge Blast is useful but only when timed properly. NEVER charge up the blast in the heat of battle—always look for a good hiding spot to charge while your partners or other opponents are busy duking it out somewhere else. Hold onto this blast for the right time—preferably when they're close so that they don't have enough time to put up their shields. Also, try shooting the blast at different levels. You might just fool 'em to thinking the blast won't hit their feet or head... Try not to use her throw—it is far too slow. ONLY use it when you have everyone attacking one another.



Advanced Tactics

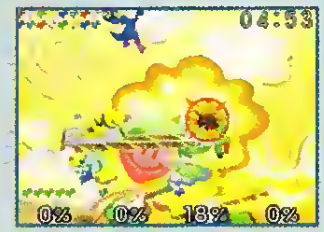
As said before, she is mostly a defensive character. Use her for providing partners with covering fire and use the Screw attack as a good setup for your partners to clobber them. As for a good defense, once you are thrown off an edge, try not to use the Screw attack as the third jump so you don't get clocked on the way down. Use her Forward+A Flame attack to provide cover for your fall.



Multiplayer Tips & Tricks

Difficulty to Use: High
Overall Power: Low
Level of Fighter: Expert

Yoshi is very hard to play in multi-player. He doesn't have any good ranged attacks and his close-in attacks are weaker than others. His only strengths are in his speed and his ability to augment a teammate in a battle, setting up opponents for big damage combos.



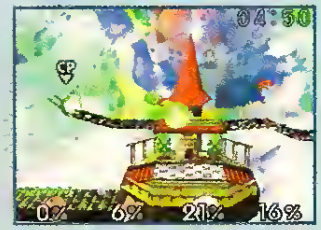
Beginners Tactics

One very powerful attack Yoshi does have is his Butt Slam. This attack can be great to spread apart a clustered team of players, as it has a small area of effect. Once again, be very wary of using it anywhere close to the edges of a board, or you will fly off the side and won't be able to do anything to stop it. Although his eggs are very short-lived, the one thing that they can really do is go high. Use it against players who are holding the high ground. This will knock them away long enough for your teammate to get up there and start to mix it up. If you can get up there quick enough, perform your Ground Butt Slam and clear them away from the platforms all together.



Advanced Tactics

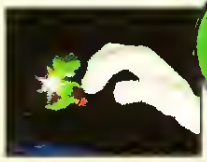
You'll notice right away that Yoshi's Tongue attack is very slow. This is the crutch you will have to overcome in order to deliver maximum damage. Once you can get in quickly, swallow up an opponent then make him/her into an egg. This will allow you to deliver either a very powerful Butt Slam attack or anything that a teammate can produce.



Yoshi

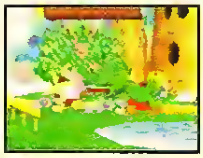
One-player Strategy

■ Yoshi is a tough character to play against another fighter. Use a lot of jump-in attacks followed by either a throw or the egg. Keep in mind that once Yoshi shoots the player out as an egg, that fighter is trapped for a little while. You can get several hits in on him/her without danger.





■ When fighting against a group use his Butt Slam. It has a small area of effect, but anyone caught in it will be tossed off the side. Beware using it close to an edge, though, as it will kill you.



■ When fighting the Glove use the Down and A attack while jumping. This series of hits should do a large amount of damage.

Yoshi Bonus Map 1

Target Checklist

❶ You can destroy both the first and second target if you are close enough to them. Simply do a Standing Butt Slam and you will destroy both.

❷ See above.

❸ To get this target you need to stand next to the wall and do his Charge attack (Right+A).

❹ Jump up the two platforms and do his Flying Jump to reach this top platform.

❺ To get this target you need to fall off the platform where No. 4 is. Do the Flying Climb and hit it with a normal attack.

❻ Do a normal A button attack on this platform to break the target.

❼ To get this target stand a little close to the edge and toss an egg off of the side.

❽ To get this one you will need to be against the wall and do his Flying Climb up. When you reach the top of his jump, throw an egg to break the target.

❾ Do a Flying Jump and throw an egg straight up when you reach the peak of his jump.

❿ To get this target fall off the moving platform and then do his Flying Climb. When you reach the target do a normal attack.





Use your Forward and A button attack here.



Float down and then up to hit this target.



Toss an egg up at the edge of this wall.

Yoshi Bonus Map 2

Target Checklist

❶ You can do his Flying Climb to reach this first platform.

❷ To get to this one ride on the moving block above platform No. 1.

❸ Fall off the ledge and down to activate this platform.

❹ Continue to walk off platform No. 3 to activate this one as well.

❺ Keep walking off platform No. 4 to activate this last one. Now get ready for a tough one.

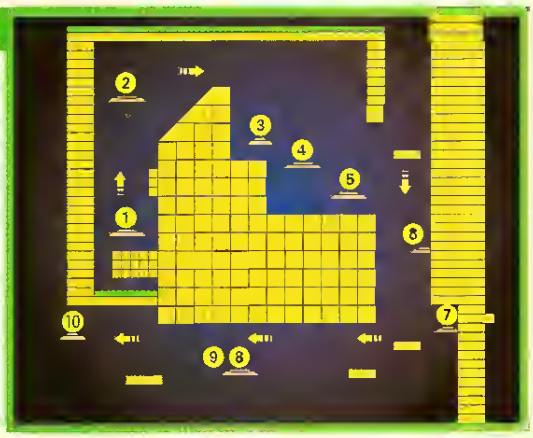
❻ To get this one you will have to learn the timing. When the platform starts to go past, quickly walk off the ledge. The platform moves faster than you, so you will need to do his midair Butt Slam early. Make sure you recover quickly though.

❷ Hop off platform No. 6 and onto this one.

❽ Platforms No. 8 and 9 are moving in a pattern around in a circle. To hop between these platforms you will need to hop—don't fly at all. If you do, you will miss the platform.

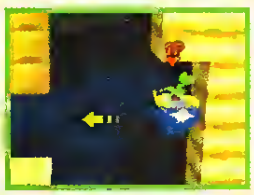
❾ See above.

❿ Perform his Flying Climb in order to reach this platform. Try to do his jump off the last moving platform for the easiest jump.





Jump over quick and Butt Slam down to get this one.



Recover quickly and float over to this platform.



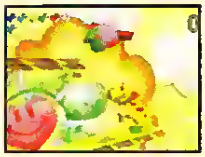
Hop from platform to platform to get these two.

Kirby
One-player Strategy

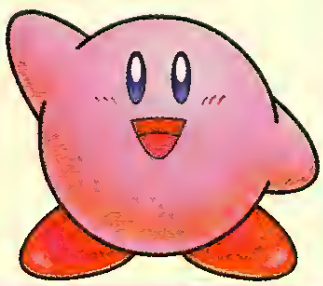
■ Kirby is another character who is hard to fight with. He does have a strong advantage: He can absorb the other fighter's powers. Another strong bonus is his Uppercut Sword attack. Even if you miss the target with the upward strike, the wave from the sword will travel across the ground.



■ When fighting a group, you can either take the low road and use your uppercut a lot. This will take you through platforms and all the way to the top. Or take the high road and use your Brick Slam.



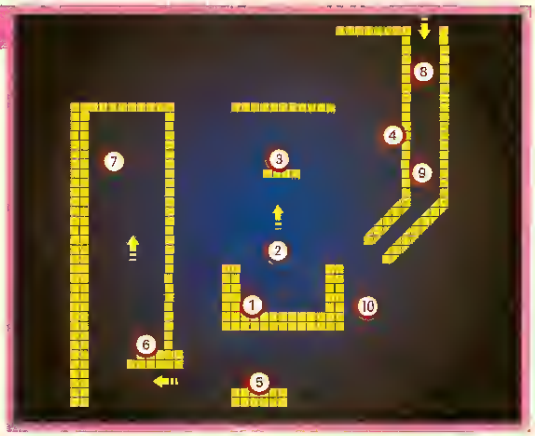
■ Against the Glove use his Down and A button attack. It will do the most damage and also allow you to recover the fastest.



Kirby Bonus Map 1

Target Checklist

1. A simple A button attack to destroy this one.
2. Jump and do a midair attack to destroy this one.
3. To get this one jump from the ledge and fly over to the middle platform. Once there a simple A button attack will destroy it.
4. Jump over from the middle platform and do a midair attack to catch this one.
5. Fall off the ledge by target No. 1 and you can easily get to this platform.
6. Jump off the moving platform and float your way down and around to get to this target.
7. To get to this one, you will need to be careful. Set Kirby up close to the edge of the ledge then fly as far up as you can. Once at the peak of the jump do an uppercut.
8. To get targets 8, 9 and 10 you will need to make your way back up to the platform above target No. 3. Once there jump and fly to the top ledge. From there you will need to jump in the center and shrink down into your brick form. This will slide you down the tunnel and you will crush all three of the targets.
9. See above.
10. See above.





A midair attack will snag this target.



Keep away from the edge when you do this move.

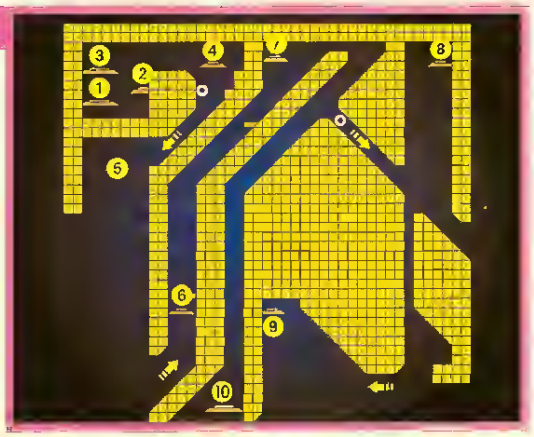


Drop like a brick to catch the rest of these targets.

Kirby Bonus Map 2

Target Checklist

1. An easy one, just jump up and activate it.
2. Jump over from platform No. 1 to activate this platform.
3. Another easy one, jump over from platform No. 2.
4. Jump over from the ledge and activate it. After that jump off the ledge and turn into a brick to slide past the bumpers.
5. This is probably the hardest platform to get in the game. You will need to watch the timing of the platforms and then jump over and get in between the platform and upper platform fast. Once you are in between the two you need to press down and the A button to fall fast enough to get onto the platform and recover from it.
6. After activating the other platform fly over here and do an uppercut to get on this platform.
7. Just follow the elevator up and you can get to this platform.
8. To get to this one you will need to turn into a brick and slide past the bumper, then run down and float over to the platform.
9. From the ledge jump and float over, then do an uppercut.
10. Fall off No. 9 and then float around to get this one





Become a brick to get past these bumpers.



To drop quicker press Down and A button.

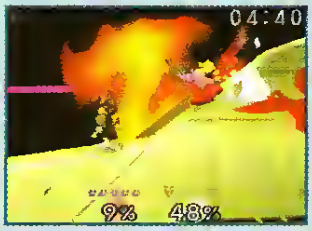


You need to uppercut at the end of your flight.

Multiplayer Tips & Tricks

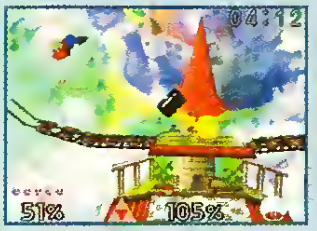
Difficulty to Use: Moderate
Overall Power: Moderate
Level of Fighter: Moderate

Kirby is a tough character to play. But with his ability to absorb the powers of the other characters, this fighter has a little leverage. He does have a couple powerful attacks, and these attacks will make up for some of his shortcomings—enough so that he can be a big menace.



Beginners Tactics

At the beginning of a fight try to absorb someone's powers. This will provide an extra attack that may become vital to winning the match. Remember that you can do his Absorb attack in midair as well, so you can catch an unprepared fighter in midair and absorb his/her powers. Another good death-from-above tactic is to use his Downward Slam as a way to clear out a pesky Samus or Mario. Once you land, you will also be slightly invincible in your brick form, but it is unadvisable that you stay like that for too long as you can be thrown away. A good way to eliminate another fighter from taking the high ground is to do an aimed uppercut. Even if you miss your Sword Blast you may hit them with the Sword Wave that follows the attack.



Advanced Tactics

Each character has a taunt (L button) but Kirby's can help you out in the middle of a fight. Once you do the taunt, if you have absorbed any other fighter's powers, you will release his/her powers and be able to absorb someone else's. This can be extremely useful if the fighters you are going against decide to change their tactics and you can't keep up with your current attacks.



Multiplayer Tips & Tricks

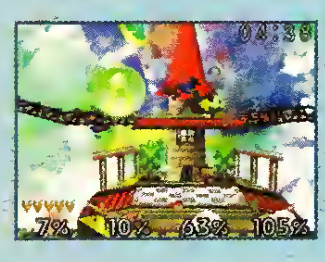
Difficulty to Use: Low
Overall Power: Moderate
Level of Fighter: Beginner

Fox's level of fighter is only beginner because of his all-aroundness. His advantages are apparent, though, such as his quick Pistol Shots and his strong and fast hand-to-hand attacks. Another extremely valuable but hard move to master is his Reflect. See below for uses of that.



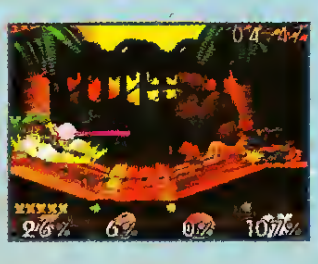
Beginners Tactics

One good tactic to use for the new player is to just lay down an enormous amount of cover fire from Fox's laser. This is a little cheap but can keep dangerous opponents at bay for a little while. If they get too close, perform his uppercut move to the side and jet away. If you hit them when you jet away, you will damage your foes and stun them long enough for you to recover. Also, keep in mind that his throw is very effective but it is even more effective if you toss your foe in the other direction that you are facing. It throws farther. This can be vital if you follow up on that with a laser barrage.



Advanced Tactics

Fox does have one incredibly useful move—if you can pull it off in time—his Projectile Reflect. If you can activate it before any projectile hits you, it will reflect back into your opponent. This reflect can block ANY projectile, ray guns, fireballs...even tossed items will bounce off and back at whoever threw them. This attack can also be done in midair and maintained indefinitely if you activate it on the ground and press and hold the B button.



Fox McCloud

One-player Strategy

■ One-on-one Fox has an incredible projectile attack. It's very fast and does decent damage. He does not have any really effective keepaway moves. He does, however, have some pretty powerful close-range attacks.



■ When going against a group, like the Yoshis, Dummy Corp or Kirbys, use his Up and A attack. It is a quick Flip Kick, and if you connect with it, it should throw any opponent away.



■ When fighting the Glove his midair attacks work well. They keep you moving and do good damage against it.

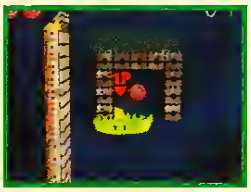


Fox McCloud Bonus Map 1

Target Checklist

1. The beginning, do a normal A button attack to destroy this one.
2. A single jump up should get you high enough to reach this one with a midair attack.
3. To reach this one perform his Double Jump and then his uppercut. Also be sure to hold straight up when you do his uppercut or you may fly a little diagonally.
4. After doing the uppercut to get the previous target float over to this platform and do a normal attack to destroy this one.
5. A Double Jump up to this platform and a normal attack will get you this target.
6. A Double Jump up and then a well-placed uppercut will catch this target.
7. From the above ledge fall down and then jump into this niche. Perform a quick attack to hit this target.
8. While falling from the previous target do a normal attack to catch this one.
9. Stand on the platform and shoot this target.
10. To get this last one you can either try to time your jump so that you can perform a normal attack, or you can do his uppercut sideways and catch the target in midair.

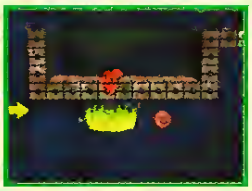




An uppercut in this area is sure to get the target.



Shoot through the opening to hit this target.

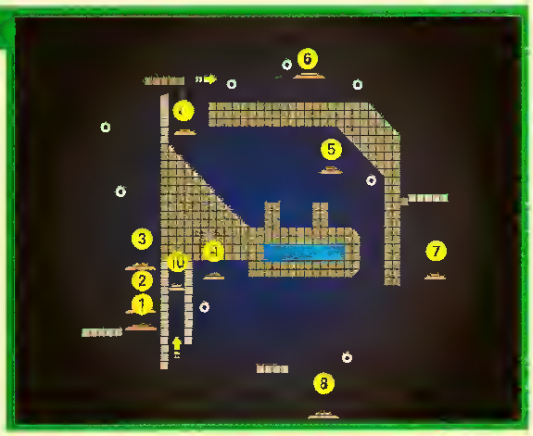


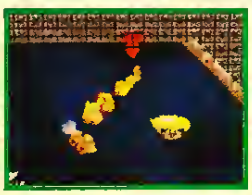
Do a sideways uppercut to smash this target.

Fox McCloud Bonus Map 2

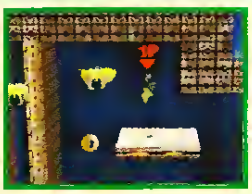
Target Checklist

1. Run from the platform and step onto this platform to activate it.
7. Jump from the first platform to get this one.
3. Jump from the second platform to get this one.
4. Once you get the third platform jump back onto the moving platform and follow it up until you can fall down and onto this platform.
5. Fall off the previous platform and perform a Double Jump and uppercut over to this platform.
6. Work your way back up and avoid the bumpers to get to this platform.
7. Fall down to activate this platform.
8. You don't need the moving platform to get onto this target. You can fall down and do some precise jumps to make it on.
9. You will need the moving platform to get over and onto this one though. You can jump off the platform a little early though and still make it on.
10. You will need to jump off the previous platform as quickly as possible because you need the moving platform to make it to this platform. Once you are on the moving platform, wait until you're right underneath it then do a Double Jump and uppercut onto it.

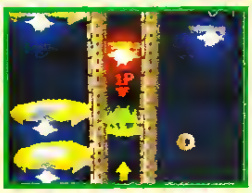




An uppercut will shoot you far enough over here.



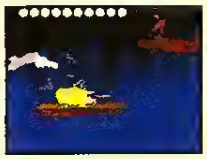
A Double Jump off the platform lands you here.



Uppercut through the platform to reach the top.

Pikachu
One-player Strategy

■ When fighting just one opponent Pikachu is going to have a hard time fighting up close, but he can do pretty well at a distance or otherwise away from the fighter. If things get ugly, he can also perform his teleport to get a short distance away from the battle.



■ Against a group of fighters one very effective strategy is to keep to the lower levels and use his Pika Thunder move to knock the fighters off and away from the upper platforms.



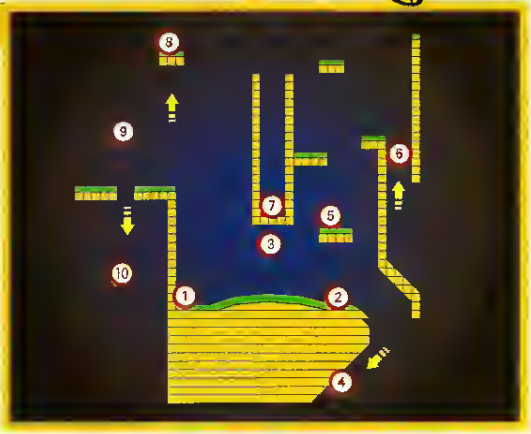
■ Against the Glove try this combo. Jump in and do his midair attack. When you land quickly, do a Pika Thunder. Big damage!

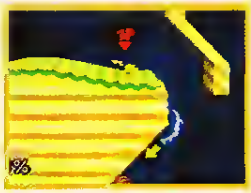


Pikachu Bonus Map 1

Target Checklist

1. Quickly throw a normal B button attack over to this target.
2. Quickly throw another B button attack over to this one.
3. Now jump up and do a normal A button attack to destroy this target.
4. Run a little back from the edge by target two. Do a normal B button attack and let the Electricity Slinky its way down to the target.
5. Double Jump up and onto this moving platform. Then do a normal attack to break the target.
6. Stand by the ledge and throw a normal B button attack again to destroy this target.
7. Stand on one of the ledges by the opening of this area and launch a B button attack to break this target.
8. Double Jump up and over to this platform and do a normal attack to break the target.
9. Fall down and off the above platform and do a midair attack to break this target.
10. While still falling from the previous target line yourself up with this target. You should be able to do another midair attack and end the round with this target.





Use your B button shot to hit this target.



Another Electrical Slinky to get this target.

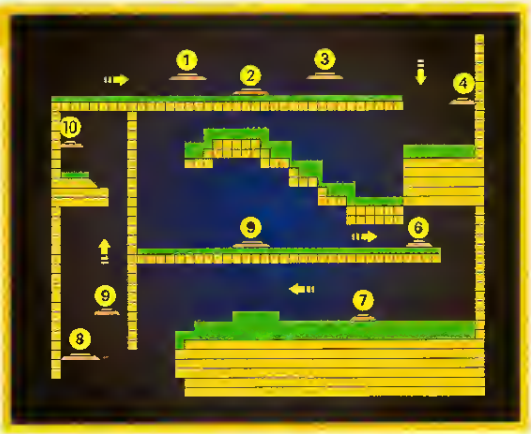


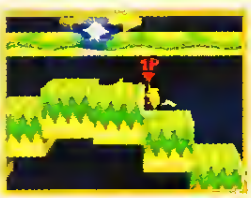
This shot will reach the target below.

Pikachu Bonus Map 2

Target Checklist

1. Run forward at the start and jump up onto this platform.
2. Keep running off the previous platform to land on this one.
3. Jump up from platform number two to get onto this one quickly.
4. Jump across the gap and onto this platform.
5. Keep jumping when going through the wave of blocks on the way to this target. When you get this target start running over to the next.
6. While running over to this platform do a simple hop up and onto it to activate it.
7. Do single jumps when you are trying to get onto this platform. It moves very quickly but there is a pattern to it. You should be able to get it on the first try.
8. Fall off the previous ledge and Double Jump up and onto this platform.
9. Another easy one. Do a Double Jump up and onto this platform.
10. This is the tough one to get. You must do a Double Up+B attack. It is easiest to perform if done diagonally right then left. You need to tap the B button very quickly to do a Double Teleport over.





Keep to the top to get past these obstacles.



The platforms move slow so just be patient.

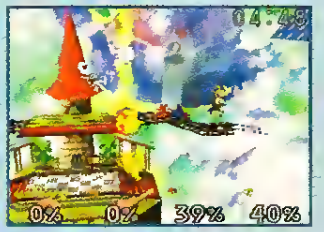


A Double Teleport is what you have to do.

Multiplayer Tips & Tricks

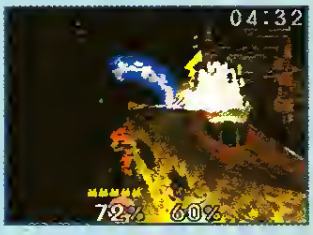
Difficulty to Use: Moderate
Overall Power: Low
Level of Fighter: Moderate

Pikachu is not a very dangerous fighter. He doesn't really excel at anything but doesn't really do poorly in anything. He can deliver a few good hits if his target isn't moving. But if he misses, his long delay on his attacks will leave him open for big damage attacks.



Beginners Tactics

The combo that was stated for use against the Glove is an incredible way to deliver a very high amount of damage. Simply jump in at your target and do his midair Shock attack. As soon as you land perform his Pika Thunder to hit him/her while he/she is still down. All together this combo should do about 28 percent damage and it gives you enough time to get away from the danger. Remember to use his normal B button attack. The slinky effect of the electricity will allow it to travel pretty far. You can also fire the initial ball of electricity pretty far before it dissolves.



Advanced Tactics

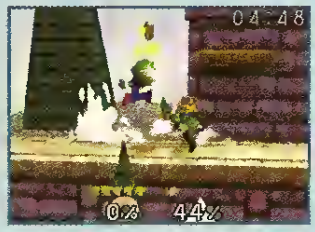
Pikachu is only a good help if you are in a team. Otherwise he is just too weak to be a major contender in any battle. His Pika Thunder is probably his strongest attack which can be done in midair. Remember that it always hits the highest obstacle on the way down. Also, learn the Double Teleport in the Training Mode. It is pretty hard to get used to its timing, but if you can get the hang of it, you will have a greater chance of recovering from a knockoff.



Multiplayer Tips & Tricks

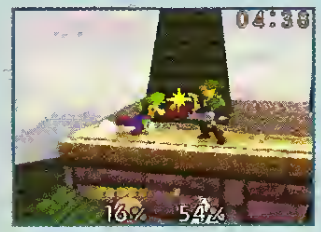
Difficulty to Use: Moderate
Overall Power: Moderate
Level of Fighter: Beginner

A pretty well-rounded character. He is a little harder to learn than Mario because of his higher jump and awkward fireballs. Still a pretty good fighter to play as, just not as dangerous as some of the others—unless, of course, you play as a team with Mario.



Beginners Tactics

One great tactic to do before a fight is to try out the two characters. Once you start to get very proficient at one you will notice the weaknesses of the other. (Spend some time in the training area before you attempt to use him in a battle.) Since Luigi's fireballs are not affected by gravity, a good tactic is to jump up once and launch fireballs all the way down while you fall. This puts a pretty decent screen of projectiles out that will keep a lot of dangerous close-range fighters at a distance for a little while. Because of his higher jump you will have more time in the air. This gives you more opportunities to do midair attacks. But, unfortunately, this also makes it a lot harder for you to get back onto the ground when you really need to.



Advanced Tactics

The beginner strategy of sending out a screen of fireballs works great in keeping opponents from getting back onto a ledge after getting knocked off. Fireballs are a key strategy for using Luigi. He is a little harder to control than Mario, so try to use his fireballs as much as possible. They can be very effective when you need to keep someone away from something.

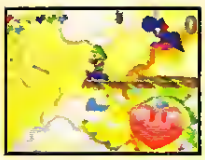


Luigi

One-player Strategy

■ One-on-one Luigi plays very similarly to Mario. He only has a couple minor tweaks, like his fireballs aren't affected by gravity and his spin raises him up. He also has a higher jump which means also a longer fall. Focus on his normal attacks to win a match.

■ Against a group the uppercut works well. Just like Mario, though, don't use it too close to the edge or you will fall and lose. His Reverse Throw is also pretty good as it spins and hits anyone near.





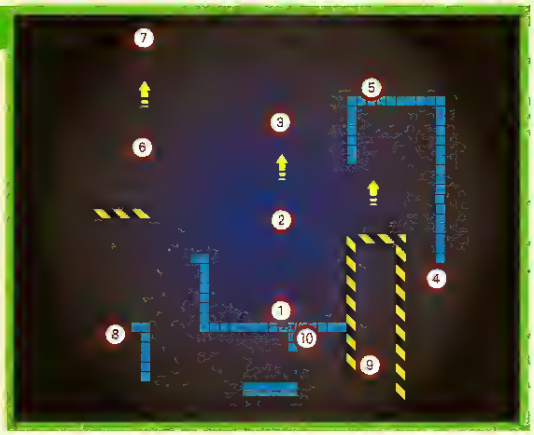
■ His Spin attack, both from the ground and air, do good damage against the Glove. Avoid using fireballs.



Luigi Bonus Map 1

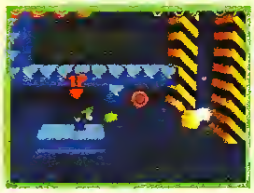
Target Checklist

1. Don't move from your starting position. Just do a normal attack.
2. Do a normal jump and then a midair attack to destroy this target.
3. From the starting position do a Double Jump and then an uppercut to destroy this target.
4. Fall off the striped ledge and hit the target with a normal attack. Then do a jump back toward the ledge and do an uppercut to get back on it.
5. Do a Double Jump and then uppercut up from the striped ledge to get to this target.
6. If you do a Double Jump and uppercut over from target No. 5 then you should be able to reach this target and land on the platform below.
7. Line up a little before this target and then do a Double Jump and uppercut to destroy the target.
8. Fall off the ledge, break the target, then jump back toward the ledge and uppercut to get back on.
9. Throw fireballs at this target from the moving platform.
10. Stand on the edge of the moving platform and do an uppercut to destroy this target.




A quick uppercut will catch this target.

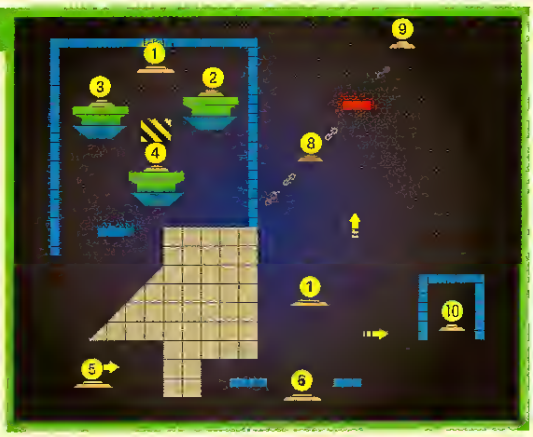

You will need to jump off when the platform is high.

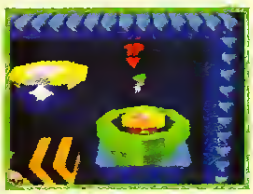

Toss fireballs to get this floating target.

Luigi Bonus Map 2

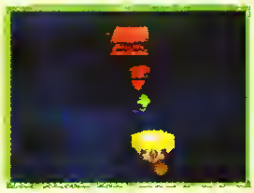
Target Checklist

1. Do a Double Jump up and on this platform to activate the first one.
2. Fall off the first platform to the right to catch this platform rising out of the tube.
3. Double over from the second platform to catch this one.
4. Fall down from the middle platform and onto this platform to activate it.
5. Fall off platform No. 4 and over past the moving wall to make it onto this platform.
6. To get here do a jump off of platform No. 5 and then another Double Jump and uppercut onto the platform.
7. Do a Double Jump and uppercut up from the lower platforms to get onto this one and activate it.
8. Jump over to the ledge above platform No. 10. You need to do a Double Jump up when the platform is swinging toward you.
9. This platform is not moving so you can do a Double Jump and uppercut to get onto this one from platform No. 8.
10. Fall down to the ledge from platform number nine. Once you land then fall off this ledge and jump back into the niche and onto the platform.




Be quick and you can catch this rising up.


Do a jump and uppercut to get past this obstacle.


Jump onto this platform when it swings near you.

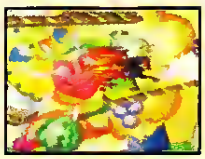
Captain Falcon

One-player Strategy

■ When fighting one-on-one with another player you will need to stun him/her. Use normal attacks to get them a little stunned, or a throw will work too, then use your Falcon Punch to throw them off ledges. Beware using his punch without a lead-in because there is a good delay on it.



■ Against the Yoshis and the Dummies, focus on using the Falcon Punch to knock them off the platforms. If you connect with it, you will kill them in a single hit.



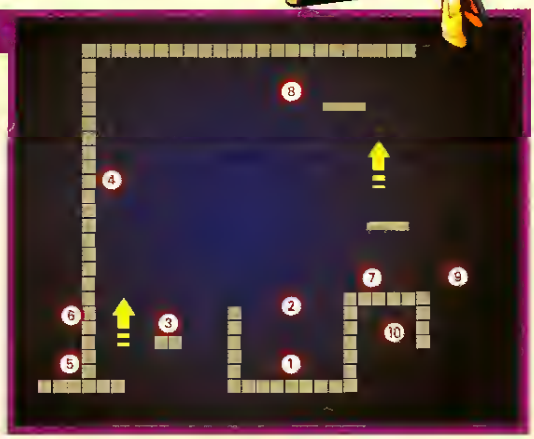
■ When fighting the Glove use the normal attacks. Use the punch after the Boss tries to attack you with his power attacks.



Captain Falcon Bonus Map 1

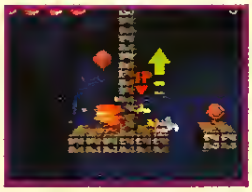
Target Checklist

1. The first target. Do a normal A button attack to destroy it.
2. You need to do a jumping A button attack to destroy this one.
3. Jump over to the platform and do an A button attack to smash this one.
4. To get this one perform a Double Jump off the rising platform and then execute a normal attack.
5. To obtain this one do the Falcon Punch while standing against the wall.
6. Do a Double Jump while against the wall, and then at the peak of the jump, do his Falcon Punch to destroy this target.
7. An easy one. Do a normal attack when you jump onto the platform.
8. Do a jump off the top platform and then a normal air attack to hit this target on the way down.
9. Stand very close to the edge of the platform and then do his Falcon Punch to get this target from a safe distance.
10. The last one that should be attempted. Fall off the ledge and then do a Double Jump to get into the enclosed area. While there do a normal attack to hit the target and finish the level.





Do a Falcon Punch near the edge to get this one.



The Falcon Punch will go through the walls here.

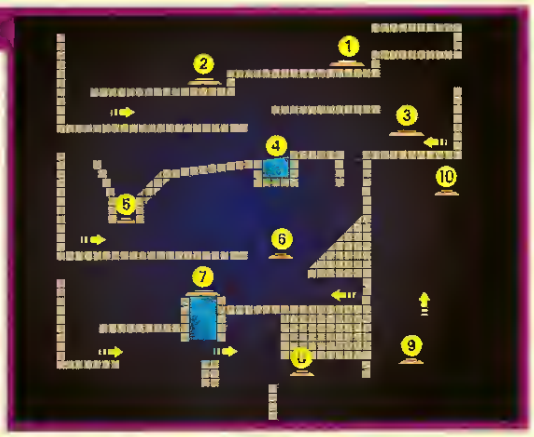


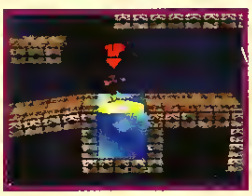
Double Jump in and then do a normal attack.

Captain Falcon Bonus Map 2

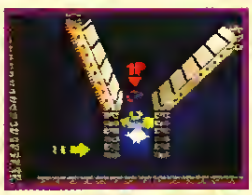
Target Checklist

1. Just run forward along the path and you will collect this one.
2. Continue to run from the first platform to activate this platform.
3. Fall off the ledge above this target to hit it quickly and go on.
4. Stand over the water and the platform will rise up and you will activate it.
5. Drop down into this pit and you will hit this platform. You need to do a Double Jump to get out of the pit and go on.
6. Do a simple jump from the ledge to land on this platform.
7. The same strategy as platform No. 4 applies for this one, just stand over the water and let the platform rise up and activate under you.
8. To get onto this one you need to do a Double Jump and then an Up and B attack to flip onto this platform.
9. This one is pretty tough to get. Jump off platform No. 8 and then do a Double Jump and Up and B attack as soon as you pass the small drop on the wall.
10. To get on this one you need to jump on the small block and then Double Hop up to the platform.

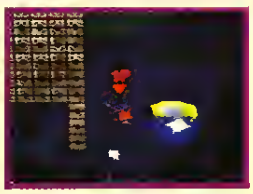




Stand on top of this area and let it rise up to you.



Fall down the sides then Double Jump up and out.

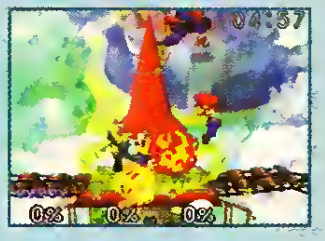


Double Jump under and then uppercut over

Multiplayer Tips & Tricks

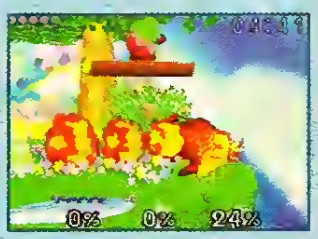
Difficulty to Use: Moderate
Overall Power: High
Level of Fighter: Beginner

Captain Falcon can be pretty tough to learn to use effectively in multiplayer fights. He is the most effective when you're in a team battle competition. In those battles some of his more powerful attacks can be refined and used to deliver high damage or even death blows.



Beginners Tactics

One move to try is his Falcon Kick. It will zip you across whatever you are standing on when you are on the ground. Be a little wary of it, though, as you can easily zip right off a ledge. This move can be even more useful if done in the air where you don't have to worry about zipping off the side. Another pretty good tactic to use when you are still learning him is his Up and B attack. This grab can be incredibly effective if you do it while you are underneath a platform with an enemy standing above you. Jab the A button down and you will eventually start to do a quick series of punches that will last until you stop hitting the button. This is a good attack to use if you have an opponent trapped in the corner or against a wall.



Advanced Tactics

After throwing an opponent off a side wait close to the ledge. When the fighter starts to get close to the ledge use your Falcon Punch. If you time it right you can usually hit him/her so hard that he/she will be killed. Also, after performing a throw do a Falcon Kick when he/she gets close to landing, and you will send him/her flying with good damage on his/her bar.



Multiplayer Tips & Tricks

Difficulty to Use: Moderate
Overall Power: High
Level of Fighter: Expert

Ness is a pretty cheap character. He has a Pillar of Fire move that will stun an opponent for a couple of seconds and can blast himself practically back from the dead with his Thunder move. He is only somewhat offset by a slightly steep learning curve.



Beginners Tactics

Use the fire. Yeah it's cheap but it will give you a great opportunity to deliver some serious damage to an opponent. You can also use the fire in midair, but it always goes down at a diagonal. This can be hard to aim but it will definitely give you time to recover once you hit the ground. His jump can get you places. This little bugger can really float! With him you can pretty much avoid danger all together. The downside to this mammoth jump is that he falls a little slower. This makes him a little more vulnerable to anti-air attacks then others.



Advanced Tactics

A really great strategy is to use his Thunder. With the Thunder strike yourself and go flying in whatever direction you hit yourself. There is one other perk to this: When you start flying in the direction, you are invincible, charged by the Thunder Shot itself. So upon trying to return to the game board, after being knocked off your can, hit yourself with your Thunder and fly back onto the board. If there are any fighters waiting there for your return, you can easily mow them over with your charged body.



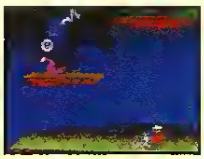
Ness

One-player Strategy

■ Ness is an extremely strong one-on-one fighter. With his Fire Pillar attack he can stop any incoming projectiles or get an enemy trapped for a short time. He is also hard to knock off a ledge because of his Thunder Shot. Also you can usually use your absorb on the computer to get a lot of energy back.



■ Against the groups of fighters you can do just about any normal midair attack. This will cause them to go flying pretty easily. You can also hit them with your Thunder if you want.



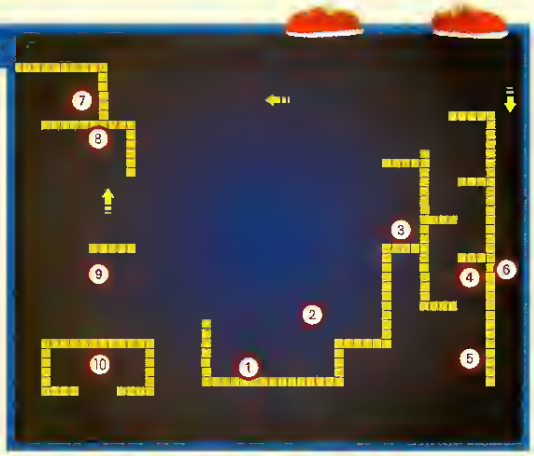
■ Against the Glove you will have to use mostly normal midair attacks. The Fire Pillar works well also, but it's a little slow.



Ness Bonus Map 1

Target Checklist

1. Do a normal attack to break this target.
2. Do a single jump up and then a normal midair attack to break this target.
3. Do a Double Jump and onto this platform, then do a normal attack to break this target.
4. Jump down and around the three other ledges to get to the lowest one. From there do a normal B button attack to hit the target with a Pillar of Fire.
5. This one will be hit and destroyed by the pillar of fire that was created from the previous target.
6. To get this one you will need to use your Thunder attack. Shoot it up then spin it around and into the tunnel to get the target.
7. The easiest way to get this target is to do a Double Jump off the ledge from the previous target and then hit yourself with your Thunder. Then drop down and kick the target with a normal attack.
8. Drop down again and kick the target with a normal attack.
9. While falling hit this target in midair.
10. Drop off the side of this ledge and then do a Double Jump into this little area. A normal attack will break the target.





Use his flame pillar to hit both targets.



Send the electricity down this tunnel to get one.

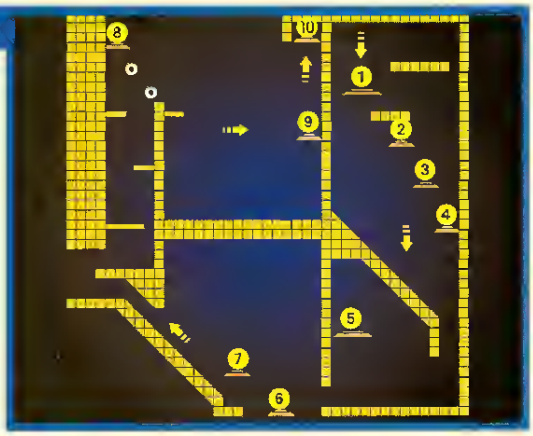


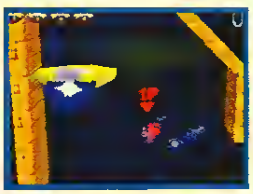
Fall off the side and flip right into this niche.

Ness Bonus Map 2

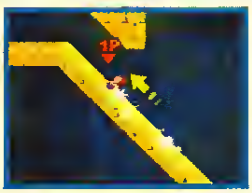
Target Checklist

1. Run off the ledge and onto this platform to get the first one.
2. Drop off the ledge above this platform to activate it.
3. Keep dropping off the side to continue hitting these platforms.
4. One of the last easy ones to get on this board. Drop of the side of the previous platform to get this one.
5. Fall off the previous platform and while in midair do a Double Jump and then a Thunder hit if necessary to get onto this platform.
6. A simple jump from the ledge will land you on this platform.
7. Do another Double Jump and onto this platform to activate it.
8. Jump onto the slide and use your Thunder to send you flying up the incline. Then use your jumps to get up the tunnel and next to the bumpers. Finally do a Double Jump onto this platform.
9. Do a Double Jump over and then a Thunder Shot to get you onto this platform.
10. Do a Double Jump up from the previous platform and then do a Thunder attack. You will need to hit yourself right from the bottom to get straight into this little niche area.





Thunder Boost over and onto this platform.



Thunder Boost again up this steep ramp.



Boost one more time and shoot into the niche.

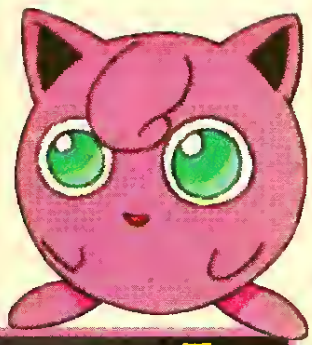
Purin

One-player Strategy

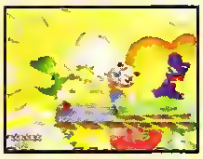
■ Purin is a very close-range fighter. Her punch can do some good damage and will toss around the opponent. Her Sing can also stun an opponent but only if it is done very close. Try to use her quick normal attacks, and her midair attacks to do the damage you need to win and then throw.



■ When fighting the Glove use her Down and A button attack and her punch. These will do most damage and recover the quickest.



■ Against the groups you will need to use her midair attacks to knock away the opponents. Her throw is also very effective but it is also a lot slower than some of her quicker moves.



Purin Bonus Map 1

Target Checklist

❶ Quickly run to the right from the starting position and destroy this target.

❷ Jump to the left from the last target and hit this target in midair with a punch.

❸ Run down to the edge and hit this target with another punch.

❹ Jump on the platform and do two jumps up and then a midair attack to break this target.

❺ Jump off the edge near this target, break the target, and then quickly start floating back to the same edge.

❻ Fall off the ledge and onto the moving platform. Once on there break the target with a normal attack.

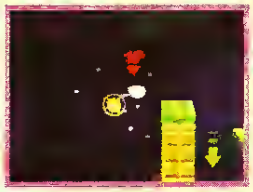
❷ Fall off the moving platform and break this target on the way down.

❽ You will need to time this fall so that the platform is on its way back toward the platform that you are standing on to get this target.

❾ To get to this target you need to mix your punches and jumps. Do a couple jumps and then a punch. You may wish to jump for this one off of the earlier moving platform.

❿ This is an easy compared to the last one. Just jump off the ledge and then float down and around the ledge to the other side. Do a midair attack to get the target.

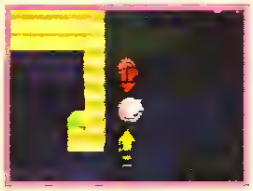




A quick midair attack and then float back over.



End your floating with a punch to make this one.



Float up and then do a midair attack.

Purin Bonus Map 2

Target Checklist

❷ Run left at the star and hop onto this first one.

❷ Do another quick hop from the first platform onto this one.

❸ You will need to drop down quickly to land on these two moving targets. Stand close to the end and hop from platform to platform.

❹ See above.

❺ This is a very fast-moving platform and following it would be foolish. Watch the pattern, watch where it rises. You can walk on the water and the platform will rise underneath you.

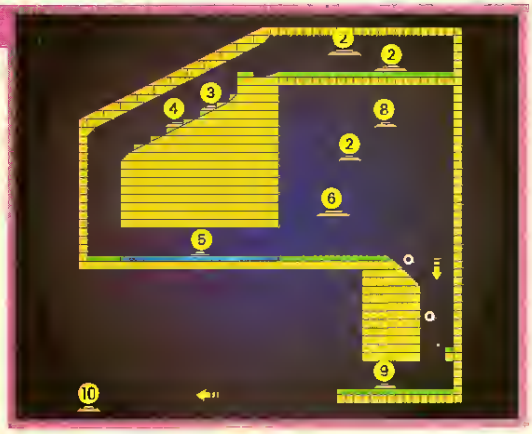
❻ Once you make it to this platform you will want to quickly jump to the next two or you may get knocked off by the free-roaming bumpers.

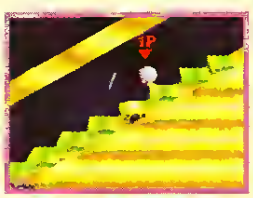
❷ Quickly jump up and onto this one.

❽ Finally jump up and onto this one. Then drop down to the bottom.

❾ Stand here to activate this one.

❿ This is the hardest platform in the game to get. To get to this one you will need to jump off the edge, punch, jump, punch, etc. Until you get to the platform. It will take some practice and you barely make it onto it.





Hop on all the stairs to catch these two.



Stand over where the platform rises to get it.

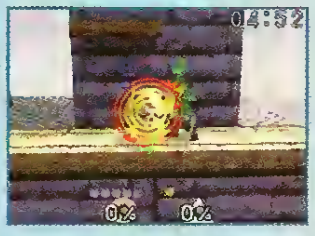


Punch and float, punch and float.

Multiplayer Tips & Tricks

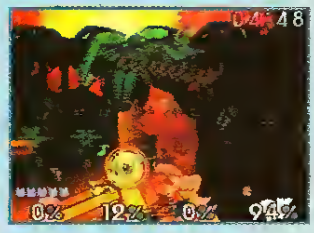
Difficulty to Use: High
Overall Power: Moderate
Level of Fighter: Expert

Purin's a very tough character to learn. Her attacks are a bit weak, she is slow, and she floats when she jumps. Sometimes you can also accidentally make her fall asleep if you perform the wrong move in the middle of a battle. This can be a very bad mistake but happens easily.



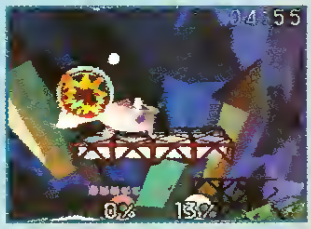
Beginners Tactics

One good tactic to use is multiple punches to keep an opponent bouncing around and taking damage instead of beating on you. Remember that her punch sends the target flying up and over Purin. So if you punch, quickly turn around and move a short distance and punch again. You can do some pretty good damage and keep him/her bouncing around. Try to rush in. She is not that great of a close-in fighter, but she is even worse at long-range fights. When you see an opponent start to charge a weapon or begin to fire of salvo-after-salvo of fire, you need to get over there fast. She cannot survive a prolonged projectile battle at all, so don't let it happen.



Advanced Tactics

One of the few dangerous moves she does have is her Song. If you can catch an opponent with this song, he/she will be stunned for a short time. This short time can be crucial for either you or a close-by teammate to rush in and deliver some serious damage. The only problem is that any move will knock her out of her song, so be careful and be quick. One thing that will definitely help you get the drop on an enemy is that you can start this move in midair.



All the Characters, All the Moves!

XG Strategy
by Benjamin Durbin

Professional wrestling is creeping more and more into the mainstream, and WCW Nitro is back to give it another boost.

Last time we saw Nitro was on the PlayStation; this Nintendo 64 installment plays exactly the same but has some added benefits. This time around, all 64 playable characters are well-known personalities from the WCW circuit—you won't find any farm animals, movie monsters or game designers cluttering the roster.

The controls are almost exactly the same. The four buttons of the PS have been mapped over to the four C buttons on the N64 controller. If you could pull off a Pile Driver on the PS, you'll be able to do it in this version as well. There are some minor changes in moves that required a direction as well as a button push, but you can learn them again quickly.

Strategy-wise, there isn't much to it—but then, does there really have to be? Find yourself a friend or three and practice random acts of cartoon violence.

Database

avg. match time	5 minutes
challenge	easy/moderate
best move	any submission
coolest move	Back Splash
our hero	Macho Man
system	Nintendo 64
publisher	THQ
developer	Inland

Winning Strategies

In order to unlock all the wrestlers (without using the code, that is), you have to beat the 1P tournament. Every character unlocks one other character until you have all 64 unlocked.

Three Ways to Win

◆ **Pinfall:** Getting a pin is the most difficult way to win. It requires you to beat your opponent down to zero health, then drop down and get the 3 count.

◆ **Submission:** If your wrestler has a submission finishing move, you can win the match this way instead. Although the submission move also requires you to beat your opponent down, you can throw this move when the opponent's health meter is simply flashing red (instead of completely empty) to be assured a win.

◆ **Count Out:** Usually this will be set at 20 seconds, but you can set it lower if you want to use this strategy (or higher if you fear it). The ref keeps separate counts for each wrestler, so if you throw your opponent out, follow him out and beat on him. He will get counted out first and you will win by DQ.

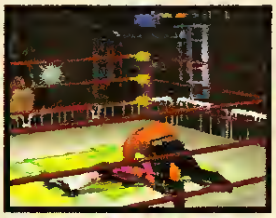
Regarding Run-Ins

◆ Pressing the Z button during the match will call for help from another wrestler. There's no penalty for doing this, but you should never do it unless the computer has already called for his own run-in. Your help can only stay for a limited time, so you are better off calling later and having your man leave last.

Sample Cheap Strategy

◆ Here's a cheap way to win against the computer with any wrestler. First, I recommend turning off the Ring-Out and Run-In Options and go for an honest win. Once the bell starts, walk up and perform a Pile Driver ● ● on the opponent. Once the opponent hits the ground, Stomp ▼ ● him twice. As soon as you see the opponent start to get up, start another Pile Driver. Repeat this until the opponent is ready for a pin.

◆ If the computer somehow gets the upper hand, try to fight back with a Pile Driver if you can. Then, once the computer is down, instead of Stomping, you can Taunt ◑ and regain some health. If the computer starts to dominate it may try to pin you early. Pound the buttons to kick out, and as soon as you start to rise, trigger the Pile Driver. The computer will still be recovering from your kick out, so you will pull off your move first.



Going for the pin requires too much effort. Try throwing your opponent out of the ring then pounding him until he gets DQ'ed!





Hollywood Hogan

Hogan is not the first wrestler to play both sides of the good guy/bad guy fence, but he is one of the most successful at it. Whether a face or a heel, his talent and charisma cannot be denied. WCW politics aside, Hogan is a true classic.

Knee Bashes



● ● ●

Big Boot



● ● ●

Hogan Leg Drop



▲ ● ● ▼



Bret Hart

Drawing on his deep belief in loyalty, morality and his pink leotard, Bret Hart continues to apply his energies to the mastery of pain. He is a renowned technical expert and "shooter." (Editor Jim Mazurek attributes Hart's success to his nice smooth body.)

Russian Leg Sweep



● ● ●

Atomic Head-butt



● ● ●

Sharpshooter



▼ ● ● ●

Basic Moves Repertoire

All the wrestlers have access to the basic moves listed in this bottom bar, with these exceptions:
Boot Choke/Gorilla Press: Big Guys
Head Scissors/Frankensteiner: Little Guys

All of the moves shown are meant to be performed when both wrestlers are standing. However, there are many cases where the position of the wrestlers is a factor. The first icon shows the correct position of the attacker, and the second icon shows the correct position of the victim.

- Standing/Down
- Bouncing off Ropes
- From the top Rope
- Hung in the Turnbuckle
- Standing/Down, Red health





Sting

As a part of nWo Red, Sting lends his talents to the others opposing Hogan. You have to appreciate Sting's mastery of the technical aspects of the sport, more so because of his willingness to abandon the rules and just whup ass.

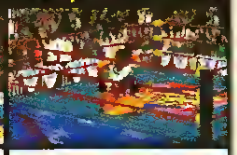
Scorpian Death Drop



Stinger Splash



Scarpion Death Lock





Lex Luger

Arguably one of the strongest wrestlers in the sport today, Lex Luger is a figurehead in the legions of nWo Red opposing Hollywood Hogan. His signature finishing move, the Torture Rack, is a testament to the sheer physicality of his wrestling style.

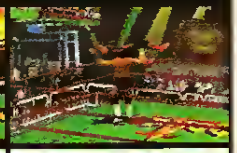
Atomic Drop



Diving Clothesline



Torture Rack





Giant

The Giant seems haunted by the drawbacks of his namesake: long on brawn, short on brains. Although one must imagine in the right time and place the Giant could be an unstoppable tyrant, he continues to be manipulated by weaker men...

One-Hand Pancake



Chake Lift



Choke Slam





Diamond Dallas Page

A freewheeling loner, DDP has the skill and charisma to keep himself separate from the political infighting that plagues the WCW. While others try to define run-ins and other rule breaking as the recipe for success, DDP stands apart and goes it alone.

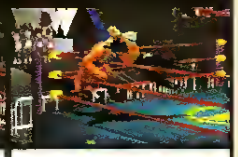
Reverse Side Suplex



Spinning Back Splash



Diamond Cutter





Raven

Take your average scrawny skater, feed him a few gallons of Beefcake 5000, and you've got Raven.Let's not overlook his technical expertise: This genius of the ring transformed the oh-so-common DDT into the deadly (and patented) Evenflow DDT. So there.

Cheap Shot



Overhead Armdrag



Evenflow DDT

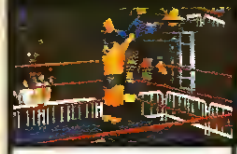




Saturn

A former member of Raven's flock, the talented Saturn has a new goal in life: Bringing all his strength and skills to bear—and perhaps a high-pressure hose—he hopes to cleanse the WCW of Raven's flock once and for all.

Saturn Driver



Gargoyle Suplex



Death Valley Driver





Goldberg

Watching Goldberg annihilate his opponents in the ring, you wouldn't think this was his kinder, gentler follow-up to the gruelling world of football. Golberg brings an incredible intensity to every match, culminating in the devastating Jackhammer.

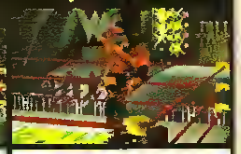
Spear



Gorilla Press Powerslam



Jackhammer





Kevin Nash

Although nearly as big as the Giant, Nash also has agility, speed and brains on his side. Perhaps that is why he is a leader of the nWo Red opposing Hogan. When diplomacy fails, Nash can drive home the point with his trademark Jack-knife Powerbomb.

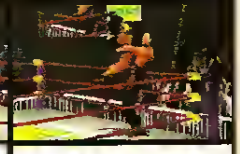
Side Suplex



Choke Lift



Jack-knife Powerbomb



Abdominal Stretch



Backbreaker



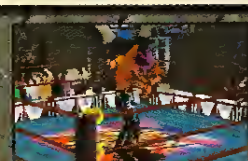
Belly-to-Belly Suplex



Block



Body Slam





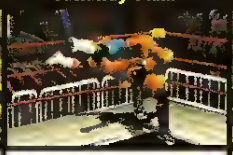
Scott Hall

Despite his questionable allegiances, Scott Hall can be counted on to deliver a stunning show. Outside the ring, his vicious commentary is good for a laugh; inside the ring, his vicious physicality—specifically the Outsider's Edge—is sure to elicit a gasp.

Head Butt



Fallaway Slam



Outsider's Edge





Curt Hennig

Lined up with Hogan and the others from nWo White, Curt Hennig seems a perfect match for his opponents in nWo Red. Although he is not as physically impressive as Lex Luger, Hennig's technical expertise more than compensates.

Belly-to-Back Suplex



Snap Suplex



Hennigplex





"Macho Man" Randy Savage

High-flying, high-intensity action is a hallmark of every Savage performance. From the simplicity of the Face Smash to the impressive acrobatics of the Flying Elbow Drop, every wrestling fan can find something to enjoy in Macho Man's repertoire.

Face-to-Mat Smash



Side Paacake



Flying Elbow Drop

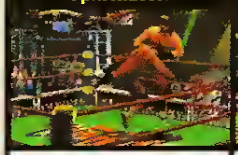




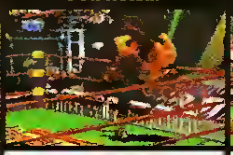
Rick Steiner

Rick Steiner is perhaps best remembered for his stint as the bigger half of the Steiner brother tag team, but he is making strides to redefine himself on his own merits. What else could explain the headgear, the dog collar and the bizarre behavior?

Spinehuster



Powerslam



Football Tackle

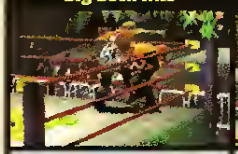




Scott Steiner

Where Rick is remembered for his size, Scott Steiner is remembered for his finely tuned physique and his technical skills. Scott is equally at home with brute-force moves like Back Hits, or with the refinement of a submission hold like the Steiner Recliner.

Big Back Hits



Double Underhenh Bomh



Steiner Recliner





Chris Jericho

While one can understand the impulse to cheer certain bad-ass, no-nonsense heels, the driving force behind the average "Jerichoholic" is the sniveling, egotistical Chris Jericho. Should he gain the upper hand, expect Jericho to finish with the Lion Tamer.

Body Scissors

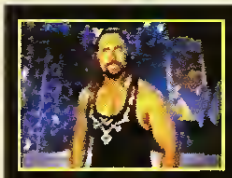


Swinging Head Scissors



Lion Tamer





Brian Adams

A member of NWO White, Brian Adams is a brawler whose matches tend to be nasty, brutish and short. He is an ill-tempered wrestler who clearly enjoys bringing his strength to bear on his hapless victims—in or out of the ring.

Reverse Side Suplex

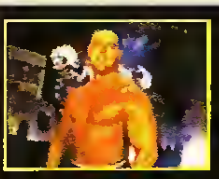


Gorilla Press Slam



German Suplex





British Bulldog

Respected among his peers for his strength, the British Bulldog has close ties to the Hart family and their vast repertoire of submission skills. Should his technical expertise ever grow to match his strength and his heart, the Bulldog will be a dangerous foe.

Russian Leg Sweep



Atomic Head-butt

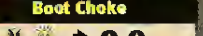


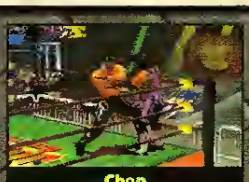
Death Valley Driver





Boot Choke



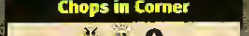


Chop





Chops in Corner





Climb Turnbuckle

move to corner + ▶



Clothesline



Booker T.

Despite his size and strength, Booker T. is incredibly agile. Count on him to use his speed to take you down—the Scissor Kick and Harlem Flip are perfect for this—then prepare to be punished as he brings some heavyweight heat down on you.

Scissor Kick



Harlem Flip



Death Valley Driver

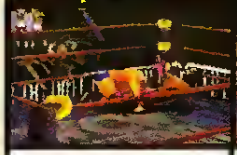




Dean Malenko

A long-time veteran of the sport, Dean Malenko makes the "short list" of true masters of technical wrestling. His agility and speed allow him to counter or escape his opponent's moves, where he can bring his own deadly arsenal of submission holds to bear.

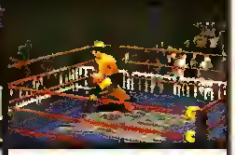
Spinebuster



Snap Suplex



Texas Cloverleaf





Wrath

An outsider to the political infighting rampant in the WCW, Wrath is still respected— even feared— for his no-nonsense, no mercy approach to each match. If you step into the ring with Wrath, leave your technical skills in the corner and prepare for a slugfest.

Knee Bashes



Gorilla Press Slam



Big Back Hits





Ultimo Dragon

A perennial favorite, Ultimo Dragon is the epitome of the cruiserweight wrestler. Using high-flying maneuvers off the ropes and stellar skill on the mat, Ultimo Dragon has claimed numerous titles—and likely will claim many more before he hangs up his mask.

Body Scissors



Swinging Head Scissors



Dragon Sleeper





Billy Kidman

Weighing in at less than 200 pounds, Billy Kidman relies on high-flying maneuvers and the exuberance of youth to carry him through his matches. In or out of Raven's Flock, Kidman is a likely bad seed with a troubled past and a more troubling future.

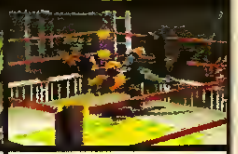
Atomic Drop



Flying Head-butt



DDT





Disciple

The Disciple seems content to stand in Hogan's shadow and wait to be noticed. His skills in the ring are adequate at best, so he seems doomed to the role of toadie. Still, his Apocalypse finishing move shows a certain destructive creativity.

Knee Bashes



Fallaway Slam



The Apocalypse





Chris Benoit

Benoit is another lightweight who successfully compensates for his size with skill and determination. Benoit prefers to stay on the attack until his opponent is dazed and ready for his signature finishing move, the Crippler Crossface.

German Suplex



Flying Head-butt



Crippler Crossface





Scott Norton

In order to promote his career, Scott Norton has allied himself with Hollywood Hogan and the rest of nWo White. Norton's skills are questionable, but that seems of little importance for a man of his size and strength.

Knee Bashes



Fallaway Slam



Big Back Hits

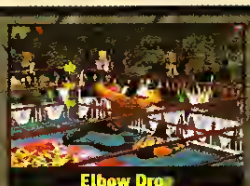




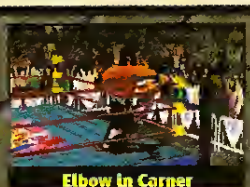
Drag Opponent



Drop Kick



Elbow Drop



Elbow in Corner



Flying Elbow Drop



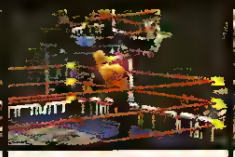
Konnan

Konnan is living proof that there is no stereotype that cannot be exploited by professional wrestling. What the hell is he supposed to be, anyway? Ever seen Konnan and Kevin the Gopher-Boy in the same place at the same time? Coincidence?

Power Slam



Double Uuderhook Bomb



Tequila Crab





Jim "The Anvil" Neidhart

A close personal friend to both the British Bulldog and Brett Hart, the Anvil is a merely competent wrestler who gets extra mileage out of his spirit and stamina, soaking up blows that would drop a lesser man.

Russian Leg Sweep



Snap Suplex



Football Tackle





Rowdy Roddy Piper

Roddy Piper is another of a handful of wrestlers to extend his charismatic presence into the mainstream. His wrestling expertise takes a back seat to his high-energy interviews and ringside antics, where his true fan appeal is apparent.

Russian Leg Sweep



Shoulder Toss



Piper Clutch





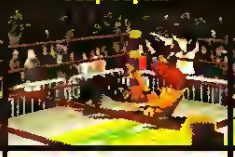
Buff Bagwell

Bagwell is another young and promising wrestler "ruined" by his association with Hollywood Hogan and nWo White. Bagwell has an awesome physique and shows great creativity in the ring, but most feel that his ego will be his downfall.

Death Drop



Snap Suplex



Fishermans Suplex





Kanyon

Although it appears that Kanyon has joined his old friend Raven, he is noted for his ability to manipulate the sport behind the scenes. Although the next masked wrestler to make the scene may not be Kanyon, it may well be someone trained by him...

Football Tackle



Spinning Back Splash



Outsider's Edge





Alex Wright

German-born Alex Wright is a talented wrestler, with skills on the mat as well as off the ropes or sailing through the air. Unfortunately, despite his skills and spirit, Wright may simply lack the charisma necessary to achieve greatness in today's WCW.

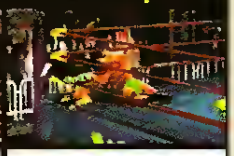
Reverse Side Suplex



Shoulder Toss



German Suplex





Eddy Guerrero

One of the most entertaining wrestlers in the sport today, Guerrero is respected not only for his skills but for his wrestling background. Although he has the technical skills to take it to the mat, he is at his best with high-flying, high-risk maneuvers.

Body Scissors



Head Scissors



Frog Splash





Hammer

It seems the life of the brawler is either as a loner or a toadie to a more charismatic or talented leader. So it is with Hammer, who despite his alliance with Saturn and others opposing Raven's flock, still cannot seem to find his own place in the WCW.

Knee Bashes



Gorilla Press Slam



Big Back Hits





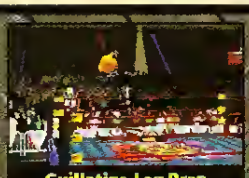
Flying Knee Drop



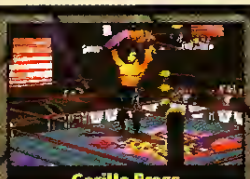
Forearm in Corner



Frankensteiner



Guillotine Leg Drop



Gorilla Press



Stevie Ray

Stevie Ray is at his best when teamed up with fellow Harlem hard-hitter Booker T. Recently Stevie Ray has formed new ties with Hollywood Hogan, where his street-tough attitude helps him get the job done and enforce the will of nWo White.

Football Tackle



Harlem Flip



Big Back Hits





Scotty Riggs

The bright future ahead of Riggs came crashing down when Raven forced him to submit to the darkness of the Raven's Nest. Though he resisted longer than most, that resistance may have cost him too much to ever break free.

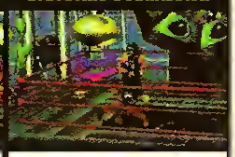
Death Drop



Powerslam



Gravevine Submission





Horace

Horace is the classic heel brawler, favoring run-ins and foreign objects to get a leg up on his opposition. When all else fails, Horace has a good range of skills for taking his opponent down and delivering further punishment.

Football Tackle



Fallaway Slam



Jackhammer





Rey Mysterio, Jr.

Another high-flying favorite, Rey is in the same class as Eddy Guerrero and Ultimo Dragon: highly skilled, fearless and dangerous. Even at range, Mysterio has the speed to leap forward to the attack and take you down before you even know it.

Body Scissors



Head Scissors



Fisherman's Suplex





Lodi

Lodi is the consummate toadie, with the makings more of a snivelling manager than an actual wrestler. His preferred role is outside the ring, cheering on his Raven's Flock cronies. However, resigned to his fate in the ring, he has a few tricks to rely on.

Lodi Driver



Gargoyle Suplex



DDT





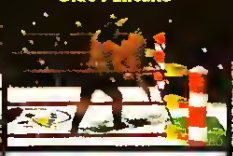
Sick Boy

Known only as Sick Boy, this aptly named member of Raven's Flock epitomizes its dark and sadistic nature. Where his ring skills are lacking, Sick Boy goes nuts, knowing he can count on aid from his allies in the Flock.

German Suplex



Side Pancake



Football Tackle





Disco Inferno

Disco Interno is a sad, silly, gimmicky character who can be counted on only to lose. In the tradition of the goofiest superheroes, Disco Inferno suffers from a fatal flaw that requires him to dance the night away instead of finishing off the match.

German Suplex



Gargoyle Suplex



DDT





Ernest Miller

Ernest Miller is an extremely agile wrestler, whose background in the martial arts forms the basis of his high-flying style. However, he has wasted no time in improving his repertoire with grappling skills– evidenced here, at least, by his use of the Lion Tamer.

Body Scissors



Head Scissors



Lion Tamer





Head Scissors



Hip Toss



Kick



Knee Drop



Knee in Corner



The Barbarian

The savage Barbarian relies on Jimmy Hart to do his talking, preferring instead to master the international language of pain. With Hart at ringside for timely intervention, this hulking brute has become known as one of the most dangerous opponents.

Knee Bashes



Shoulder Toss



German Suplex





Meng

Like the Barbarian, Meng hails from Tonga, where he no doubt learned the famed Tongan Death Grip. With this maneuver—and his apparent lack of regard for his own safety—Meng is able to simply bludgeon his way to victory over his hapless opponents.

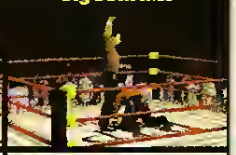
Head-butt



Sig hoot



Big Back Hits





Fit Finley

Finley blends the most endearing features of a drunken Irish soccer fan with the technical expertise of the best in the WCW. In short, he is a dangerous but often underestimated foe, perfectly capable of handling himself in or out of the ring.

Russian Leg Sweep



Shoulder Toss



Death Valley Driver





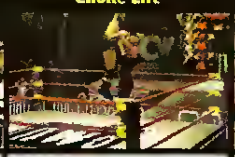
Reese

Reese is the largest and perhaps most useful "tool" in Raven's arsenal. He is one of the biggest wrestlers in the WCW, and coupled with his blatant stupidity, he is a dangerous and easily led enforcer. Raven only needs to provide victims for Reese to bully.

Side Suplex



Choke Lift



Choke Slam





Chavo Guerrero, Jr.

Chavo is another skilled wrestler from the Guerrero family. Although a talented wrestler in his own right, his uncle, Eddy Guerrero, has pushed him to higher limits. Chavo has been forced to adapt Eddy's style to tackle these much tougher opponents.

Body Scissors



Head Scissors



DDT





La Parka

If Ultimo Dragon represents all that is pure about high-flying wrestlers, La Parka represents the other side. He will taunt and cheat in order to gain victory, and while his antics may be fun to watch, they are far from fair.

Reverse Side Suplex



Spinning Back Splash



Jackhammer





Eric Bischoff

Eric Bischoff is the cartoon figurehead of the WCW. His alliance with Hollywood Hogan has taken him out of the office and into the ring on many occasions, where he must either rely on outside help or good fortune to carry the day.

Cheap Shot



Atomic Head-butt



Flying Elbow Drop





Mean Gene Okerlund

Mean Gene is another character from wrestling whose tenure and popularity has carried him well into the mainstream. Although clearly not wrestling calibre, his popularity as an announcer ensures his place in wrestling for years to come.

Face Smash



Overhead Armdrag



Torture Rack



Leg Drop



Lift Opponent to Feet



Missile Dropkick



Piledriver



Powerbomb





Miss Elizabeth

Formerly the ringside valet of Macho Man Randy Savage, Miss Elizabeth is now a personality in her own right. Her fighting arsenal in this Nitro installment includes a couple of groin punishers and the infamous Macho Man Flying Elbow Drop.

Atomic Drop



Atomic Head-butt



Flying Elbow Drop





Arn Anderson

A seasoned veteran of the wrestling scene and one of the original Four Horsemen, Anderson has returned to wrestling to join the new Horsemen in their attempt to turn back the New World Order and restore a sense of justice to the WCW.

Spinebuster



Powerslam



DDT





Bobby "The Brain" Heenan

Nobody has played the heel as long, as effectively, or as effortlessly as Bobby The Brain Heenan. Although he has retired to ringside commentary, many a wrestler has nevertheless been pummeled by his biting criticism.

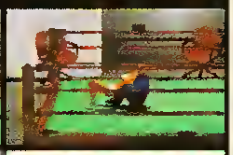
Spinebuster



Snap Suplex



Buzzkiller





Kimberly

Kimberly is the wife and personal valet of Diamond Dallas Page, and quite possibly his only true ally in the WCW. Of course, they once said the same thing about Miss Elizabeth and Macho Man, so the stage is set for some serious betrayal.

Atomic Drop



Atomic Head-butt



Fisherman's Suplex





Larry Zbysko

Larry Zbysko is a well-respected veteran of the ring, and a wrestling legend in his own right. He is equally comfortable maneuvering his opponents mentally or physically, and despite his long tenure in the sport, he can still take care of himself.

Big Back Hits



Double Underhook Bomb



Iron City Sleeper





Sonny Oono

One would expect this scrawny little scrap of a man to be a cheating, conniving, weasely bastard—and you would not be disappointed. As a ringside manager, Sonny Oono can always be counted on to illicitly tip the scales in favor of his wrestlers.

Scissor Kick



Head Scissors



Frog Splash





Mongo

This former pro football star is now known as one of the new Four Horsemen—and although not nearly as large as the big heavyweights, Mongo is a monster compared to most of the cruiserweights he faces. Quite simply, he brings size to the Horsemen stable.

Reverse Side Suplex

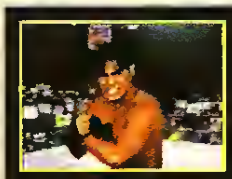


Shoulder Toss



German Suplex





Kaz Hayashi

Hailing from Japan and trained by Ultimo Dragon, Kaz Hayashi is a competent wrestler in the high-flying style of his teacher. Like Ultimo Dragon, he has the technical skills to back up his risky aerial maneuvers.

Body Scissors

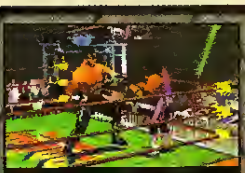


Head Scissors

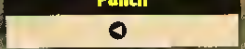


Death Lock





Punch





Rue-le





Soap Mare





Spinning Heel Kick



Stomp



Jimmy Hart

Although a heel from the start, Jimmy Hart has the tenure in the wrestling world to achieve a comfortable status with the fans: We love to hate him. No one has so successfully blended in-your-face arrogance with utter and abject cowardice.

Power Slam



Overhead Armdrag



Flying Elbow Drop





Mike Enos

Mike Enos is a veteran wrestler, who despite his skills and successes, cannot seem to muster the will to take it all the way. If the NWO is the future of the WCW, there may be room at the top for a wrestler with Enos' strength, skill and temper.

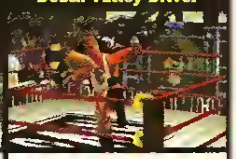
Atomic Drop



Powerslam



Death Valley Driver





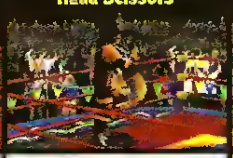
Juventud Guerrera

Deemed quick and agile even among a crowd of other high-flying cruiserweights, this up-and-coming youngster thrills audiences by pushing himself and his opponents to the limit.

Body Scissors



Head Scissors



Buzzkiller

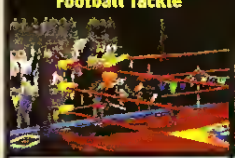




Rick Fuller

A relative newcomer to WCW action, Rick Fuller has the size and determination to take it all the way. In the gym, he concentrates on honing his technical skills; in the ring, he still relies on his size and strength advantage to brawl his way to a win.

Football Tackle



Gorilla Press Slam



Big Back Hits





Rick Rude

Although no longer ravishing, it's some comfort that this heel is as rude as ever. Retired from action inside the ring, Rick still works in the wrestling biz as a manager—and despite his appearance, he can still get down and dirty when he has to.

Cheap Shot

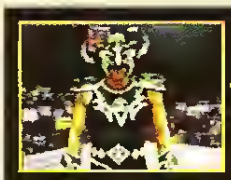


Gargoyle Suplex



Fisherman's Suplex





Psychosis

Although all the high-flying wrestlers have to be a little off their rockers to try such risky moves, Psychosis lives up to his name and takes it one step further. Once you enter the ring with Psychosis, one way or another, somebody is gonna get hurt...bad.

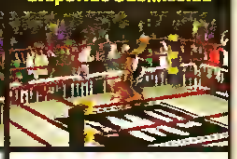
Body Scissors



Head Scissors



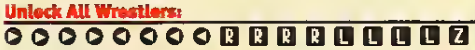
Grapevine Submission



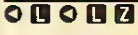
Nitro Codes

All codes should be entered from the Options Screen.

Unlock All Wrestlers:



View Next Ring (allows access to hidden rings):



View Previous Ring:



Big Heads:



Swelling Heads:



Big Heads, Hands and Feet:



'Ooga Friggin' Heads:



Send Hart home to cry himself to sleep on his huge pillow.





Taunt (regain health)



Ten-Punch



Throw Out of Ring



Vertical Suplex



Whip to Ropes

AMERICA'S #1 GAME NEWS & TRICKS!

1-900-PRE-VIEW

from the best gamers on the planet!

Rotary Calls Accepted

Younger than 18 years old must have parents' permission

1 (900) 773-8439

ELECTRONIC GAMING MONTHLY™

EXPERT GAMER™

call NOW and WIN!

Only one winner per household per month!

Recent Winners!!!

Nick Simpson, Sandy UT • Morgan Tryst, Detroit MI • Lavell Johnson, Pittsburgh, PA • Nathan Miles, Hobbs, NM • Bret Heckler, Independence, VA • Nicholas Seaner, Pine Bluffs, AR • Mike Townsend, Strum, WI • Dorothy Rich, Essex, MD • Irvine Wade, Country Club Hills, IL • Joe Bees, Taylorville, IL • Paul Anderson, Proctor, WV • Jason Brown, Moro, CA • Jim Pappas, Taft, CA • Thomas Antroll, Knoxville, TN • Mike Sherman, Mount Joy, PA • Alvin Smith, Bonaire, GA • Jason Ruffels, Quitman, TX • Michael Oak, Denver, CO • Marco Brownmark, Lacey Springs, AL • Brandon Manze, Dearborn, MI • Derrick Roeback, Central, UT • Anthony Barneau, Hollywood, FL • Dave Gregory, Hazard, KY • Allen Thomas, Los Angeles, CA • Kevin Taylor, Elizabeth, NJ • Dan Saenz, Howard City, MI • David Landis, Tiro, OH • Greg Bennet, Tipp City, MI • Alex Latham, Rocky Mount, NC • Chris Young, Toledo, OH • Jonnie Wright, San Jose, CA *, Kile Rhines, Allentown, PA • Justin Johnson, Covington, KY • Danny Wiler, Arkdale, WI • Bobby Fennington, Dothan, AL • Preston McGee, Pilot Mountain, NC • Chris Hunt, Rochester, IN • Jason Vaughn, San Diego, CA, Jeffrey Mason, Ardmore, OK, Dorothy Rich, Essex, MD, Leon Dupree, Philadelphia, PA, Hector Perez, Van Nuys, CA, Brian West, Benton Harbor, MI, Matt Fausey, Jeffersonville, IN



Correctly Answer a Series of Video Game Questions & Win!

PRIZES PROVIDED BY NUBY www.nubyonline.com

Product names are registered trademarks of NUBY HOLDINGS CORPORATION

- *Listen to Quartermann Gossip Before It's in* EGM!
- *Call and Test Your Knowledge of Video Game Trivia!*
- *Get the Latest* Expert Gamer *Codes & Tricks*
- *Hear Review Crew Members' Game Ratings!*

$1.49/minute



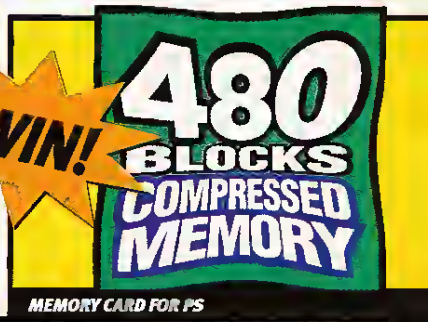
SNIPER FOR PS



BOOMERANG 64



REALITY VEST FOR PS



MEMORY CARD FOR PS

TRIVIA CONTEST RULES: 1. Entry: To enter, correctly answer six consecutive trivia questions and leave your name, address and phone number as instructed. Winners will be determined by judges whose decisions are final. One winner per household per month. Ziff-Davis assumes no responsibility for unintelligible, incomplete or misdirected responses. 2. Prizes: Winners will receive one (1) of the following at Ziff-Davis' sole discretion: PS Memory Card, Boomerang 64, Reality Vest, PS Sniper Gun. Prizes have an approximate retail value of at least $25.00. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prize(s) become unavailable. 3. Eligibility: Contest open to residents of United States and Canada. Void in Maryland. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall return a signed affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. Employees of ZD Inc., NUBY HOLDINGS CORPORATION and their respective affiliates are not eligible. Neither ZD Inc., NUBY, nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses resulting from this contest. Winners acknowledge that ZD Inc. has neither made nor is in any manner responsible or liable for any warranty or guarantee, whether express or implied. In fact or in law, relative to any prize including but not limited to its quality, mechanical condition or fitness. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession, or use of the prizes. 4. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Preview Line Trivia Contest," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 3-4 weeks for delivery. 5. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.


NEED A SAVE
TAKE A SAVE
GOT A SAVE
GIVE A SAVE
RK STATE
IVER LICENSE
www.dexchange.net
INTERACT

"A must have for any serious gamer the DexDrive s the coolest accessory to hit console gaming since analog and rumbling joysticks " Gamepro

"★★★★★ easily one of the coolest new ideas in PlayStation peripherals " PSM

"InterAct's DexDrive is by far the most incredible peripheral we have seen for the N64 " IGN64

"The simple genius of the DexDrive never ceases to amaze me Gamecenter

This device is such a great idea, it's hard to believe no one has produced one before Next Generation

EGM 1998 GAMES CHOICE AWARD



DexDrive

What goes around, comes around.

Have an all-star roster,

take a level you didn't know existed.

Brag about a high score,

accept someone else's to challenge.

Whatever can be saved,

can be traded.

Hook the DexDrive to your PC,

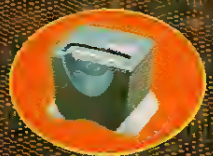
and email saves to your friends.

Even post or download from the Internet.

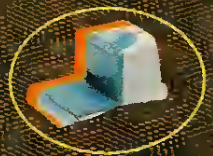
With the DexDrive from InterAct,

everything you do comes back to you.

In one way or another.



Nintendo 64



PlayStation



DexPlorer

Now available for PlayStation and Nintendo 64 owners.
Download, post, discuss, request at www.dexchange.net

STREET FIGHTER ALPHA 3

XG Strategy
by Pat Dolan

Street Fighter Alpha 3 offers everything a Street Fighter junkie could ask for on the PS: all the characters from previous games, eight different game modes, multiple fighting styles, excellent animation and sound plus a darned fun game engine.

The "feel" of the game is a bit different than previous Street Fighter titles. It's got a bit of the "Vs." series type of flash and mayhem thrown in, but not too much. It's still pretty much the same Street Fighter it's always been—it's just a bit glitzier. Adding to the fun, each character can fight with one of three ISMs, which dictate his/her moves and abilities, plus there are four "modes" that further modify the characters.

Street Fighter Alpha 3 should make a lot of people happy. It's got all the classic characters for the old SF fans, and some flashier new moves for the Vs. crowd. Plus, there are a staggering number of possible variations that can be created with the ISM and mode choices for each character. An excellent title and Capcom's best PS port to date.

Database

time to complete	30 min./char
difficulty	modarate
best win pose	Blanka's Juicer
coolest character	Fei Long
cheesy character	M.Bison
fruity character	Dan Hibiki
system	PlayStation
publisher	Capcom
developer	Capcom

General Strategies

•Super Combos
If you've got an unblockable Super Combo, *activate it right next to your opponent* while getting up from a hit.

•Cheap Sweep
Sweep your opponent as he/she is landing from a jump, he/she can't block it. The CPU will often fall for repeated sweep kicks at lower skill levels.

•V-ISM Tricks
When using V-ISM Mode, you'll get the best results by using LP + LK to activate the Original Combo. The shadows are close together, usually giving you two hits for every blow you land.

•Multihit Moves
Start a multihit move as the CPU gets up to prevent it from attacking. Usually it will just block, and you can then Sweep Kick when your move is complete. Only do this if recovery time from your move is short.

•Stop Rushing Attacks
Most rushing attacks can be neutralized by rapidly jabbing as your opponent rushes toward you

•Anti-Air Attacks
Master your characters anti-air attacks and use them whenever the CPU jumps in.

•Don't Gamble...
Instead of gambling everything on a Level 3 Super Move, use three separate Level 1 super moves. If they all connect, you'll actually do more damage. Plus, you can recharge your lost level quickly, so you can do Level 1 attacks quite often.

•Throwing
Although it's viewed as being "cheap" by most of the SF community, against the computer, anything's fair game.

The Isms

You have a choice of three ISMS in Street Fighter Alpha 3. The one you choose will dictate how much damage you take and receive, the size of your guard meter and even what moves you have available.



Your character deals out more damage, but also takes more from attacks. You only have use of a single Super Combo move. You also get a longer guard meter, and your Super Meter will only store one level. You cannot Air Block, use the Ground Recovery Roll or Taunt. Your super meter fills up slowly in this ISM.



The most balanced ISM, most characters have access to all their moves: regular, special and super combos. The Super Meter fills up at an average speed, and characters deal out and take damage at an average level.



This causes your characters to deal out less damage, they lose all their Super Combos and some regular combos may not work. However, you do have access to Original Combos, activated by pressing a punch and kick of the same strength, and your Meter fills up very quickly.

Expert's Corner

•Combo Trick
If you're having trouble executing a regular move, followed by a special move, this trick may help. Instead of doing the regular move and then trying to follow it with a joypad motion and button press, hold the button down while you do the joypad motion, and release it as you complete it. If done correctly, your character should do the regular move, instantly followed by the special move. This also works with Super Combo moves that require you to do double fireball motions. Just hold down the button as you do the first motion and release it at the end of the second motion.

• 360-Degree Trick
This method will make the tricky 360 a little bit easier to accomplish. Do the 360 motion while you are landing from a jump next to your opponent or during another move. That will keep your character from jumping around if you don't do it right. It also gives you a little more time to get the motion right, rather than forcing you to do it as quickly as you can.

Unlocking the secrets

To unlock the various secrets in Street Fighter Alpha 3, you can either accomplish certain things or simply let the game timer reach certain levels. The secrets and how to access them are as follows:

SECRET	TIME UNLOCK	MANUAL UNLOCK
Play as Guile	96 hours	Get your character to at least Level 27 by the time you beat Stage 19 Tour Mode. A new stage will open; beat it to get Guile.
Play as Evil Ryu	120 hours	Get your character to at least Level 30 by the time you beat Stage 20 Tour Mode. A new stage will open; beat it to get Evil Ryu.
Play as Shin Akuma	N/A	Get your character to at least Level 32 by the time you beat stage 20, beat it and Evil Akuma will be available.
Play as Alt. Balrog	N/A	Highlight Akuma, press and hold L2 button, then press any button to select him. Beat World Tour Mode without getting to Stage 20 (Guile). Highlight Balrog, hold L2 and press any button to select him.
Team Battle	16 hours	Defeat the first China stage in World Tour Mode.
Survival Mode	24 hours	Defeat Point 8106 Stage.
Dramatic Mode	72 hours	Set difficulty to 8, defeat Arcade Mode.
Final Battle	32 hours	Set difficulty to 7 or 8, defeat Arcade Mode.
Dual Mode	N/A	Defeat Dramatic Mode with both Juli/Juni and Ken/Ryu.
Classical	3 hours	Defeat Arcade Mode at difficulty 6.
Saikyu	4 hours	Defeat Arcade mode at difficulty 7.
Mazi	5 hours	Defeat Arcade mode at difficulty 7. (Classical, Saikyu and Mazi will unlock if you beat Arcade Mode at level 8)

Hidden Animation

There are two types of hidden animation sequences: Vs. and Same. Vs. animations are unique intro animations that appear only when two specific characters fight each other. Same animations will only appear if both characters are the same, and it can be intro, ending or other animations.



Some of the animations just plain cool, while others (like this one) are absolutely hilarious.

Vs.
Adon Vs. Sagat
Cammy Vs. M.Bison
Cody Vs. Guy
Charlie Vs. Guile
Chun-Li Vs. end Boss M.Bison
Dan Vs. Sagat
Dan Vs. Sakura
Evil Ryu Vs. Ryu
Evil Ryu Vs. Akuma/Evil Akuma
Sakura Vs. Karin
Gen Vs. Akuma
Ken Vs. Ryu
Rose Vs. M.Bison
Ryu/Evil Ryu Vs. Sagat

Same
Many characters have animation cuts to fit them into the PS's memory. These cuts include extra frames of animation, walking backward animation and even entire intro sequences. Generally, the larger the character, the more likely it is that he/she has suffered some cuts. A few of the more drastic cuts include:

Karin (intro)
Blanka (victory poses)
Zangief (walking, intro, victory poses)
Cody (victory poses)

Master Character Chart

Short-Range Characters

These characters have attacks they can hit from across the screen. When using them, keep your opponents at bay with these attacks, but be ready with a counterattack if they jump over it and come after you. Many CPU opponents don't take advantage of their missile attacks, and will try to nail you from close range, which is usually to your advantage. Try to get in close to them and attack, but be careful. Many have excellent anti-air attacks if you try to jump in.

Mid-Range Characters

These are characters who have some sort of lunging attack that allows them to jump and attack from about a half-screen away. Unless the lunging attack carries them up into the air, it's best not to rely on them, as the CPU can and will attack you out of these moves with alarming regularity. When fighting one of these characters, either block and counterattack after he/she has done his/her move, or jab him/her out of it while he/she is attacking.

Long-Range Characters

These characters need to be right on top of their opponent to really do damage, usually with a powerful throw of some sort. Master the 360 motion on the joypad (most of the best throws require this). Often it's easiest to jump in and throw as you land. The CPU will block your jumping attack, and will remain blocking while you execute your throw (most throws cannot be blocked). When fighting one of these characters, keep him/her away from you. Attack, dodge or jump out of his/her way when he/shge gets close, or you'll eat some big damage.

Pouncing Characters



Four characters in Street Fighter Alpha 3 have erratically moving attacks that can be used to surprise opponents. If you're using one of them, concentrate on hitting with these attacks, as you can often dodge your opponent's attacks and hit him/her when he/she least expect it. If you're playing against him/her, play defensively and let him/her come to you before you counterattack, otherwise you may wind up getting broadsided.

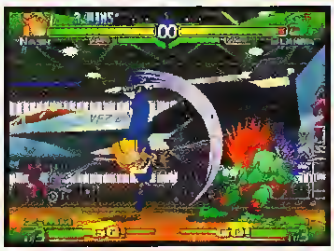


Charging Characters



These are characters whose primary special attacks require the player to "charge" the move by holding the joypad in one direction for a few seconds.
It's difficult to combo with their special moves, due to the delay in activating them. They benefit the most from V-ISM Mode, as it speeds up the activation of charge moves. When using a charge character, always try to charge B or DB, so you can unleash their moves at a moment's notice. You need to plan ahead, and be ready with a charged attack at all times. Trigger the charge before you start the jump or even your regular move.

Long-Range



Mid-Range



Twitch Characters



These characters have moves that are activated with quick motions of the joypad. Generally they activate immediately upon completion of the action, but have a long recovery time.

When using a twitch character, you can often activate special moves or Super Combos after landing a basic attack. This allows you to do quick combos that your opponent cannot block after the first hit. It also makes it easier to connect with some of the slower specials and Super Combos, as you've already "stunned" your opponent with a basic attack and can no longer block or avoid it.

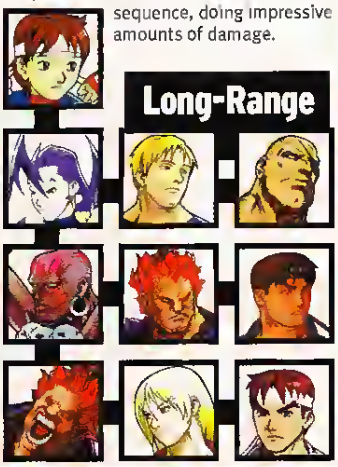
Twitch characters can be deadly if they get a single hit in on you. One hit, and they can activate several moves in sequence, doing impressive amounts of damage.

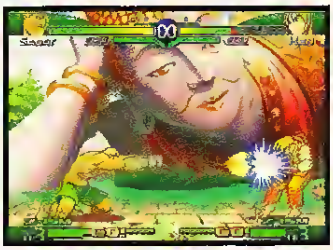
Short-Range

Mid-Range



Long-Range





Fighting Modes

These settings work in conjunction with the ISM setting to dictate your characters abilities. Consider it a "fine tuning" of the settings that the ISM selection has dictated. There are four modes to choose from:

Mazi Mode

In this mode, your character does an increased amount of damage, but takes more damage from every blow. Also, if you lose a single round, no matter how many rounds it's set for, you'll lose. In conjunction with X-ISM Mode, you can deal out some severe damage with this setting.

Saikyou Mode

Named after Dan's fighting style, this mode significantly weakens your character and offers no advantages. You have a much shorter Guard Meter, you cannot link moves, you do less damage, and it's much easier for you to become dizzy. This mode is best used as a handicapping feature, or if you want to try to really humiliate your opponent.

Classical Mode

This is basically a mode that forces your character to play as though he/she was in Street Fighter 2. That means you lose the following abilities:

Taunts	Super Meter
Guard Meter	Zero Counters
Air Blocking	Air Recovery
Ground Recovery	

This mode also forces your character to use X-ISM. Since you don't have a Guard Meter, you can't be Guard Crushed, and you can't be juggled as much when using this mode.



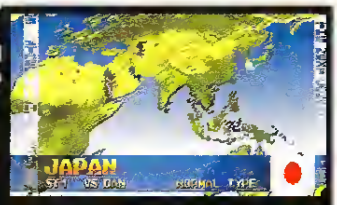
World Tour Strategies

Sweep and throw whenever the opportunity presents itself. When fighting in Survival Modes, sweep as much as you can, try to keep both opponents off their feet at all times. Never let the two characters in a survival stage get on opposite sides of you. If it happens, get them both on the same side as quickly as you can. The best ISM+s you can get are **Super Guard and Auto Guard.** Auto Guard lets you safely walk into attacking range with your character, and Super Guard lets you block any attack without taking damage (vital to earning bonus points for perfect victories). X-ISM Mode is the best mode to fight in. It allows you to end the matches faster, making it more likely you'll get a perfect. This also helps when fighting in a time attack stage. You'll take more damage in this mode, but since your goal is to get a perfect score anyway, it's not really relevant. **Adjust your power meter all the way in favor of attacking.** Like using X ISM Mode, this allows you to finish matches faster. During each level, try to always get a perfect in the first stage. If you don't, simply exit and restart. If you're defeated in any stage but the first of a given level, don't save and continue, you'll lose the points you earned during the earlier stages. Restart...

• Battle Explanation

Be ready for a variety of objectives as you progress through world Tour Mode. To the right is a list of all the different types of fights you'll encounter.

NORMAL: Basic fight
COMBO: Only combo attacks cause damage to opponent
TEAM BATTLE: You fight a different character each round
SURVIVAL: Fight two characters at the same time
TIME ATTACK: Shorter than normal timer
HYPER: Opponent moves faster than normal



POWER: Opponent does more damage than normal
SUPER COMBO: Only Super Combo attacks damage opponent
ORIGINAL COMBO: Opponent can only be damaged by V-ISM Original Combos
MAX: Opponent has infinite Super Combo meter
GUARD CRUSH: You have to destroy opponents guard meter to damage them

JAPAN 1
Stage 1: Dan (normal)
Rounds: 1
Life: 100
Timer: 80

USA 1
Stage 1: Balrog (normal)
Rounds: 1
Life: 30
Timer: 80
Stage 2: Ken (normal)
Rounds: 2
Life: 80
Timer: 80

USA 1
Stage 1: Sodom (normal)
Rounds: 2
Life: 80
Timer: 80
Stage 2: Charlie (combo)
Rounds: 1
Life: 25
Timer: 99

CHINA 1
Stage 1: Dan (normal)
Rounds: 2
Life: 80
Timer: 80
Stage 2: Gen/Chun-Li (team battle)
Rounds: 2
Life: 80 (each)
Timer: 90

HONG KONG 1
Stage 1: Chun-Li*2 (survival)
Rounds: 1
Life: 50 (each)
Timer: Infinite
Stage 2: Gen (time attack)
Rounds: 1
Life: 100
Timer: 30
Stage 3: Fei Long (hyper)
Rounds: 2
Life: 100
Timer: 90

THAILAND 1
Stage 1: Adon*2 (survival)
Rounds: 1
Life: 70
Timer: Infinite
Stage 2: Sagat (power)
Rounds: 2
Life: 90
Timer: 80

USSR 1
Stage 1: R.Mika (normal)
Rounds: 2
Life: 50
Timer: 80
Stage 2: Zangief (super combo)
Rounds: 1
Life: 40
Timer: 99

POINT 48106
Stage 1: Juli & Juni (normal)
Rounds: 1
Life: 100
Timer: 80
Stage 2: Cammy*4 (survival)
Rounds: 1
Life: 40
Timer: Infinite
Stage 3: M.Bison (normal)
Rounds: 2
Life: 100
Timer: 99

INDIA 1
Stage 1: Adon (time attack)
Rounds: 2
Life: 90
Timer: 30
Stage 2: Dhalsim (power)
Rounds: 2
Life: 100
Timer: 80

GREECE 1
Stage 1: Cammy (normal)
Rounds: 2
Life: 70
Timer: 90
Stage 2: Birdie (original combo)
Rounds: 1
Life: 50
Timer: 99

ITALY 1
Stage 1: Vega (hyper)
Rounds: 2
Life: 90
Timer: 80
Stage 2: Rose*2 (survival)
Rounds: 1
Life: 50
Timer: Infinite

BRAZIL 1
Stage 1: Blanka (time attack)
Rounds: 1
Life: 100
Timer: 30
Stage 2: Blanka*4 (survival)
Rounds: 1
Life: 40
Timer: Infinite

MEXICO 1
Stage 1: Balrog (power)
Rounds: 2
Life: 90
Timer: 80
Stage 2: T.Hawk (combo)
Rounds: 1
Life: 40
Timer: 99

USA 3
Stage 1: Guy*3 (survival)
Rounds: 1
Life: 50 (each)
Timer: Infinite
Stage 2: Cody (super combo)
Rounds: 1
Life: 40
Timer: 99
Stage 3: Sodom/Rolento (team battle)
Rounds: 2
Life: 80 (each)
Timer: 80

JAMAICA
Stage 1: E.Honda*2 (survival)
Rounds: 1
Life: 100 (each)
Timer: Infinite
Stage 2: Dee Jay (original combo)
Rounds: 1
Life: 50
Timer: 99

USA 5
Stage 1: Sakura (normal)
Rounds: 1
Life: 100
Timer: 80
Stage 2: Cody/Guy/Ken (team battle)
Rounds: 3
Life: 90 (each)
Timer: 99

JAPAN 2
Stage 1: Dan*5 (survival)
Rounds: 1
Life: 30 (each)
Timer: Infinite
Stage 2: Sakura/Karin (team battle)
Rounds: 2
Life: 100 (each)
Timer: 99

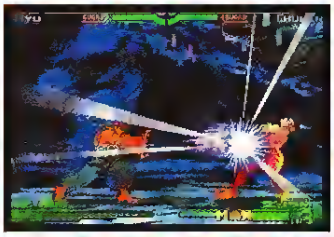
JAPAN 3
Stage 1: E.Honda (power)
Rounds: 2
Life: 100
Timer: 80
Stage 2: Ryu (max)
Rounds: 2
Life: 100
Timer: 99

THAILAND 2
Stage 1: Sagat*2 (survival)
Rounds: 1
Life: 90
Timer: Infinite
Stage 2: Vega/Cammy (team battle)
Rounds: 2
Life: 100
Timer: 80
Stage 3: M.Bison (max)
Rounds: 2
Life: 90
Timer: 99
(Beat this level to unlock the alternate Balrog)

USA 5
Stage 1: Rolento*4 (survival)
Rounds: 1
Life: 40
Timer: Infinite
Stage 2: Charlie (guard crush)
Rounds: 1
Life: 40
Timer: 99
Stage 3: Guile (super combo)
Rounds: 2
Life: 80
Timer: 99
Beat this level to make Guile playable. Beat this level with an experience level of 30 or more to unlock JAPAN 4

JAPAN 4
Stage 1: Ryu (normal)
Rounds: 2
Life: 100
Timer: 99
Stage 2: Ryu*3 (survival)
Rounds: 1
Life: 50 (each)
Timer: Infinite
Stage 3: Evil Ryu (normal)
Rounds: 1
Life: 100
Timer: 99
Beat this level to make Evil Ryu playable. Beat this level with an experience level of 32 to unlock JAPAN 5

JAPAN 5
Stage 1: Akuma*4 (survival)
Rounds: 1
Life: 70
Timer: Infinite
Stage 2: Shin Akuma (normal)
Rounds: 2
Life: 100
Timer: 99
-Beat to make Shin Akuma playable.





Moves Key
G- Used on the ground
A- Used in the air
R- Used while recovering from aerial hit

Combo Key
OC- Original Combo (V-ISM Mode)
st- Standing attack
cr- Crouching attack
jp- Jumping attack
jd- Jumping deep attack
dp- Deep attack (VERY close)

Damage listed is the maximum possible for that particular move. That means it is the damage done with either HP or HK, or by charging the move the maximum amount of time. Damage for each move is listed in each of the ISM Modes. If a move does not have damage for a particular ISM listed, that move is not available in that ISM.

Character Costumes

MP- Purple trunks white trim
HP- Dark blue trunks yellow trim
MK- Red trunks white trim
HK- Green trunks yellow trim
PPP- Black trunks red trim
KKK- Light blue trunks red trim

Mode	Punch-Damage	Kick-Damage
X-ISM	19	18
A-ISM	16	16
V-ISM	14	14

Special Moves	Trigger	Use	ISMs & Damage
Jaguar Tooth	↓↙←+P	G	X-16 A-14 V-16
Rising Jaguar	→↓↘+P	G	X-21 A-19 V-16
Jaguar Kick*	←↓↙+K	G	X-8 A-12 V-10

*In X-ISM Mode, all jump kicks become Jaguar Kicks and can't be triggered normally.

Super Combos	Trigger	Use	Isms & Damage
Jaguar Assault	↓↘→↓↘→+P	G	X-48 A-48
Jaguar Revolver	↓↘→↓↘→+K	G	A-68

Combos	Hits	Use	ISMs & Damage
LP, LP, LK	3	G	X-29 A-17 V-15
MP, HK Rising Jaguar	3	G	X-36 A-31 V-27
MP, HP Jaguar Assault	7	G	X-62 A-60
OC dp HK Jaguar Tooth, HK	6	G	V-33
OC jp MP, st MP, cr HP	6	G	V-42

Using

A close-range fighter that has good, unpredictable rushing attacks. Use his Jaguar Tooth a lot, it'll get you safely over missile attacks, and CPU opponents will often not block it. When in X-ISM Mode, use his jumping kicks to take out opponents in the air. Despite its lower damage, the Jaguar Assault Super Combo is more useful, because it's easier to hit your opponent with it.

Vs.

Let him come to you, block his attacks, then counterattack. Sweep him after you've blocked a Rising Jaguar or Jaguar Kick. He's easier to fight if you stay on the ground and don't try to jump in on him. Missile attacks generally don't work, he'll use Jaguar Tooth or Jaguar Kick to hop over them and attack you.



Character Costumes

MP- Dark blue GI
HP- Dark gray GI
MK- Red GI
HK- White GI
PPP- Gray GI white hair
KKK- Blue GI white hair

Mode	Punch-Damage	Kick-Damage
X-ISM	18	18
A-ISM	16	17
V-ISM	16	13

Special Moves	Trigger	Use	ISMs & Damage
Gou-Hadou-Ken	↓↘→+P	A/G	X-13 A-11 V-9
*Gou-Hadou-Ken Red	→↓↘+P	G	X-12 A-12 V-12
Gou-Shoryu-Ken	→↓↘+P	G	X-28 A-25 V-23
Tatsumaki-Zankuukyaku	↓↙←+K	A/G	X-16 A-16 V-16
Ashura Warp	←↓↘→+PPP	G	N/A
100 Demon Somersault	↓↘→+P	G	N/A
-followed by-		P	A-17 V-15
		K	A-21 V-17
Demon Roll	↓↙←+P	G	N/A

*The HP version of this move will cause three hits.

Super Moves	Trigger	Use	ISMs & Damage
*Shun Goku Satsu	PPP+KKK	G	X-70 A-70
Messatsu Gou-Shouryu	↓↘→↓↘→+P	G	A-69
Messatsu Gou-Hadou	→↓↘→↓↘+P	G	A-28
Tenma Gou-Zankuu	↓↘→↓↘→+P	A	A-48

*Requires three Super Bars

Combos	Hits	ISMs & Damage
HK Tatsumaki-Zankuukyaku, HP Gou-Shoryu-Ken	5	X-24 A-24 V-23
HP, HP Gou-Shoryu-Ken	4	X-45 A-40
HP, HP Messatsu Gou-Shouryu	9	A-77
OC HP Gou-Hadou-Ken-Red, HP Gou-Hadou-Ken	5	V-20
OC HK, HK Tatsu-Zanku, HP Gou-Shoryu-Ken	9	V-32

Using

You can fight at close or long range, but he's slightly more useful in close. Use his Tatsumaki-Zankuukyaku, Gou-Shoryu-Ken Combo a lot. The CPU will often block the first attack, but not the second. Even if it blocks both, you'll do block damage and whittle down foes' guard meter. His best Super Combo is the Messatsu-Gou-Shoryu. Use the Shun Goku Satsu, as it's unblockable. To make sure it hits, knock your opponent off his/her feet, then while you're right next to him/her, activate it while he/she is getting up.

Vs.

If you've got missile attacks, use them to counter his fireballs. If you've got attacks that come from odd angles, use 'em to get past his fireballs and attack. If you have neither, simply back away from him and jump over the fireballs he throws. When cornered, jump and attack with your best aerial move as he jumps in, or block and counter if he attacks low.



Character Costumes

MP- Brown clothes black gloves
HP- Blue clothes red gloves
MK- Purple clothes black gloves
HK- Green clothes red gloves
PPP- Gray clothes blue gloves
KKK- Orange clothes blue gloves

Mode	Punch-Damage	Kick-Damage
X-ISM	18	19
A-ISM	16	16
V-ISM	12	12

Special Moves	Trigger	Use	ISMs & Damage
Dash Straight	Charge ←, →+P	G	X-17 A-16 V-13
Dash Upper	Charge ←, →+K	G	X-21 A-18 V-16
*Turn Punch	P x3 or K x3, release	G	X-111 A-93 V-75
+Buffalo Head	↓↗+P	G,R	X-17 A-15 V-13
Dash Straight Low	Charge ←, ↓↘+P	G	A-14 V-12
Dash Upper Low	Charge ←, ↓↘+K	G	A-10 V-8

*The longer you hold down PPP or KKK, the more damage it will do. Charge for about 30 seconds for maximum damage.
+In V-ISM, this can be used at any time.

Super Combos	Trigger	Use	ISMs & Damage
*Crazy Buffalo	Charge ←, →→+P (optional- hold P)	G	X-60 A-60
+Gigaton Punch	Charge ←, →→+P	G	A-68

*If you hold K, he'll deliver Dash Uppers. In X-ISM, you can start the move with charge B,F,B,F,K as well.
+Requires three Super Bars

Combos	Hits	ISMs & Damage
LP, LP, LP	3	X-9 A-9 V-9
jp dp HP, st HP	2	X-34 A-29 V-23
OC LP, LP, HP	5	V-16
OC jp HK, LP, HP Dash Straight	6	V-33

Using

Stay on top of your opponent as much as you can with Balrog, and try to stay on the ground too. Mainly rely on his LP attacks to deliver quick combos whenever you get an opening. When you have a chance, use HP it's pretty quick, has a long reach and does a lot of damage. Charge back at all times so you can deliver a Dash Straight Low at any time. Against a human, mix it up with his other charge moves. Use the Crazy Buffalo whenever you can. It's quick and harder to block than most of his attacks.

Vs.

Use missile attacks to hammer him from a distance. When he rushes, you can either do quick jabs to knock him out of his attack, or Sweep Kick him (most attacks will work, just time them properly). He's also pretty easy to jump in on, as he doesn't have the best anti-air attacks or a powerful throw.



BIRDIE



Character Costumes

MP- Light purple clothes pink hair
HP- Gray clothes yellow hair
MK- Light gray clothes pink hair
HK- Gray Tan clothes yellow hair
PPP- Bluegreen clothes white hair
KKK- Light blue clothes white hair

Using

The key to using Birdie lies in mastering the Murderer Chain. It can be used as you land from a jump, after a blocked Bull Head or Birdie and is great for counterattacking after you've blocked an attack. Charge back at all times, so you can attack with a Bull Head quickly if your opponent leaves an opening. The Bull Revenger is hard for opponents to avoid, but you've got to accurately judge the distance or you'll waste it and leave yourself open for a counterattack.

Vs.

Hammer him with missile attacks from a distance. When he charges, attack to knock him out of his attack. You can also block his rushing attack, then counterattack with a Super Combo for good results. Stay a short ways away from him, or he'll do one of his power throws for some heavy damage.

Mode	Punch-Damage	Kick-Damage
X-ISM	21	19
A-ISM	18	16
V-ISM	13	14

Special Moves	Trigger	Use	ISMs & Damage
Bull Head	charge ◀, ▶+P	G	X-19 A-16 V-13
*Bull Horn	P x3 or K x3 release	G	X-63 A-52 V-44
Murderer Chain	▶▼◀▲+P	G	X-32 A-30 V-28
Bandit Chain	▶▼◀▲+K	G	X-31 A-29 V-27

** The longer you charge this, the more damage it does. For moximum damage, charge for obout 30 seconds.*

Super Moves	Trigger	Use	ISMs & Damage
The Birdie	charge ▶, ◀▶◀+P	G	X-64 A-64
Bull Revenger	▼◣▶▼◣▶+P	G	A-64

Combos	Hits	ISMs & Damage
jp MP, st LK	2	X-22 A-19 V-16
jp LK, st LP	2	X-15 A-13
*st LP, st LP Murderer's Chain	2	X-34 A-31 V-28
OC LP, MP, HP	5	V-27
OC jp dp HK, LP, MP	5	V-35
OC LP, LP Bull Head	4	V-24

**not reolly o combo, but the opponent can't do anything ofter the first hit.*

BLANKA



Character Costumes

MP- Light blue skin yellow fur
HP- Green skin, orange hair
MK- Blue gray skin orange hair
HK- Dark blue skin orange hair
PPP- Light yellow skin blue hair
KKK- Dark yellow skin blue hair

Using

Use the Rolling Attack and Backward Rolling a lot, switch between them as often as possible. The Rolling Attack is best used against opponents who mainly stay on the ground. The Backward Rolling is best against opponents who jump around a lot. Electric Thunder is a good all-around defense. Activate it when the opponent is jumping in, or rushing Blanka. The Ground Shave Roll is Blanka's best Super Combo. Don't delay its delivery unless your opponent jumps as you activate it. If he/she does, delay it so you can still hit him/her.

Vs.

Quick jabs are best for knocking him out of his Rolling Attack. Rushing attacks are useless, unless you can catch him while he's recovering. Missile attacks are somewhat useful, though his constant jumping hampers their accuracy. If you don't have missile weapons or attacks from odd angles, your best bet is to block his attacks, then nail him with a long-reaching attack when he's recovering from a Rolling Attack.

Mode	Punch-Damage	Kick-Damage
X-ISM	19	17
A-ISM	16	15
V-ISM	14	12

Special Moves	Trigger	Use	ISMs & Damage
*Electric Thunder	Tap P repeatedly	G	X-16 A-14 V-12
Rolling Attack	charge ▼, ▶+P	G	X-19 A-16 V-14
Vertical Rolling	charge ▼ ▲+P	G	X-16 A-14 V-12
Backward Rolling	charge ◀, ▶+P	G	X-17 A-15 V-12
Leaping Dash	◀ or ▶+K x3	G	X-0 A-0 V-0

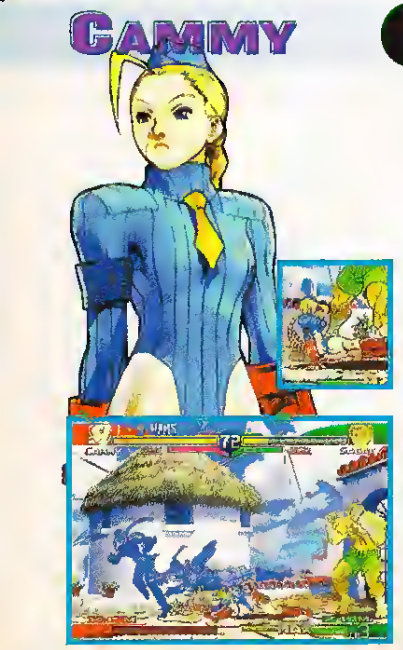
*The weaker the P button used, the longer the move will last, and the less damage it will do.

Super Combos	Trigger	Use	ISMs & Damage
Grand Shave Roll	charge ◀, ▶◀▶+P hold P, release P	G	X-45 A-45
*Tropical Hazard	charge ◀, ▼◣◀▲+K	G	A-55

**Top ony button while Blonka is honging from the top of the screen to shoke more fruit down. Follen fruits con be hurled ot opponents by either ployer, simply ottock them ond they'll fly. Weok attocks lounch them o short distonce, medium ottocks a medium distance ond strong attacks o long distonce*

COMBOS	Hits	ISMs & Damage
jd HP, st HP	2	X-37 A-32 V-26
Leaping Dash, MP (tap MP)	2	X-28 A-24 V-20
jd HP, st MK	3	X-35 A-30 V-24
OC LP, MP, HP Rolling Attack	9	V-32
OC jp dp HK, st LP, MP, HP Rolling Attack	11	V-43

CAMMY



Character Costumes

MP- Green outfit/stripes
HP- Light blue outfit/stripes
MK- [illegible] outfit/stripes
HK- Dark blue outfit/stripes
PPP- Dark pink outfit
KKK- Purple outfit/stripes

Using

Stay close to your opponent and use the Spinning Knuckle and Cannon Spike. The Spinning Knuckle allows Cammy to attack safely through opponents' attacks. Use the Cannon Spike as an anti-air attack, or use it when your opponent leaves an opening a short distance away. The Spin Dive Smasher and Reverse Shaft Breaker are her best Super Combos. Use the SDS when your opponent leaves an opening on the ground, and the RSB if they jump at you.

Vs.

Move immediately if you see her activate her Hooligan Roll. The CPU is excellent at throwing with it. Plus, if you move out of its path, you can attack her as she lands. Don't use charging attacks, she'd good at counterattacking them. Try to hit as she lands from jumps or Cannon Spikes—those are a couple of the only times she's vulnerable.

Mode	Punch-Damage	Kick-Damage
X-ISM	17	9
A-ISM	15	B
V-ISM	12	13

Special Moves	Trigger	Use	ISMs & Damage
Spinning Knuckle	▶◣▼◢◀+P	G	X-19 A-16
Spiral Arrow	▼◣▶+P	G	X-8 A-7 V-12
Cannon Spike	▼▶+P	G	X-20 A-17 V-15
Hooligan Roll	◀▼▶▲▶+P	G	
*Cannon Strike	▼◢◀+P	A	V-10
+Counter Stance	▼◢◀+P	G	V-15

**Only usable when jumping forword, and before the peok of her jump*
+If hit with a high ottock during this stonce, Commy will do o Cannon Spike

Super Combos	Trigger	Use	ISMs & Damage
Spin Dive Smasher	▶◀▶◀+P	G	X-58 A-58
Reverse Shaft Breaker	▼◢◀▼◢◀+P	G	A-43
*Phantom Layette	Charge ▼◀, ▼▶▼ ▲◀+P	G	A-60

**Requires three Super Bors to octivote*

Combos	Hits	ISMs & Damage
st HP, st Spin Dive Smasher	10	X-73 A-71
OC st HK, st HK, st HK	4	V-33
OC st LK, st LK, st HK Cannon Spike	3	V-1B
OC HK Cannon Spike, HK Cannon Spike	3	V-2B

Character Costumes

MP- Red vest, gray pants
HP- Yellow vest, green pants
MK- Red vest, brown pants
HK- Yellow vest, blue pants
PPP- White vest, blue pants
KKK- White vest, red pants

Mode	Punch Damage	Kick Damage
X-ISM	18	19
A-ISM	16	16
V-ISM	12	14

Special Moves	Trigger	Use	ISMs & Damage
Sonic Boom	charge ←, →+P	G	X-9 A-8 V-7
Somersault Shell	charge ↓, ↑+K	G	X-20 A-18 V-16
*Sliding Dash	→→	G	A-8 V-7

*Pressing K at the start of the dash causes Charlie to do a Rising Knee Kick.

Super Combos	Trigger	Use	ISMs & Damage
Somersault Justice	charge ↓↓, ↓↘→+P	G	X-68 A-68
Sonic Break	charge ←, →→+P	G	A-54
Crossfire Blitz	charge ←, →→+P	G	A-53

Combos	Hits	ISMs & Damage
jp dp HP, st HP	2	X-37 A-31 V-25
LP, LK	2	X-12 A-10 V-8
OC HP, HP Sonic Boom	3	V-21
OC dp LK, HK Somersault Shell	6	V-22
*OC HK Somersault Shell, HP Sonic Boom	6	V-26

*If done to an opponent trapped in the corner, HK Somersault Shell can simply be repeated for up to 19 hits and 54 damage.

Using

Harass your opponents with Sonic Booms when they are at a distance, and Somersault Shells when they get close, or if they jump in on you. If they leave an opening, use the Sonic Break (if they're at a distance) or the Crossfire Blitz (if they're close). If you can master the trigger sequence for the Somersault Justice, use that as much as possible.

Vs.

The CPU will cheat with his Sonic Booms and Somersault Kicks, activating them without charging them at first, so pay attention. Low attacks, especially sliding low attacks, will often take Charlie by surprise. He's also vulnerable to off the ground rushing attacks like Blanka's Rolling attack. He likes to jump in high-low attacks that end in a Somersault Roll, so be defensive when he jumps in on you.



Character Costumes

MP- Purple
HP- Blue
MK- Bluegreen
HK- Pink
PPP- White shirt, blue pants
KKK- White shirt, green pants

Mode	Punch Damage	Kick Damage
X-ISM	19	21
A-ISM	16	18
V-ISM	14	15

Special Moves	Trigger	Use	ISMs & Damage
Sohakkei	charge ←, →+P	G	X-20
Spinning Bird Kick	charge ←, →+K	G/A	X-20
Tensho-Kyaku	charge ↓, ↑+K	G/R	X-17 A-15 V-13
Hyakuretsu-Kyaku	tap K rapidly	G	X-22 A-22 V-22
Kikou-Ken	←↙↓↘→+P	G	A-10 V-8
Flip Kick	→↘↓↙←+K	G	A-13 V-11
Wall Jump	Tap away from the edge of the screen.	A	X-0

Super Move	Trigger	Use	ISMs & Damage
Thousand Burst Kick	charge ←, →→+K	G	X-55 A-55
Kikou-Sho	→↓↘+P	G	A-55
Hazan Tensho-Kyaku	charge ↓↓, ↓↘→+K	G	A-62

Combos	Hits	ISMs & Damage
jp dp LK, LK Hyakuretsu-Kyaku	2	X-11 A-10 V-9
LP, LK, LK Hyakuretsu-Kyaku	3	X-16 A-14 V-12
LP, cr LK, LK Hyakuretsu-Kyaku	3	X-16 A-14 V-12
OC dp LK, MK, HK	4	V-25
OC dp HK Tensho-Kyaku, HK Tensho-Kyaku, HP Kikou-Ken	13	V-26

Using

Charge whenever possible, so you can nail close or jumping opponents with the Tensho-Kyaku. If you're in X-ISM Mode, charge 1, so you can do the Tensho-Kyaku or Spinning Bird Kick. Use her DF + HK Jumping Flip to jump over close attacks and surprise opponents. Tap LK while it's going off to activate the Hyakuretsu-Kyaku as she lands. If your opponent is close and leaves a big opening or is jumping in, use the Kikou-Shou Super Combo. Otherwise rely on the Thousand Burst Kick.

Vs.

Try to stay on top of her, but remember that her Jumping Flip and Flip Kick both have to be blocked high. You can also knock her out of her Flip Kick with a low attack. If you're close to a full screen away, you don't have to block her Kikou-Ken. It'll dissipate by the time it reaches you.



Character Costumes

MP- Purple stripes
HP- Blue stripes
MK- Orange stripes
HK- Red stripes
PPP- Black stripes
KKK- Gray stripes

Mode	Punch Damage	Kick Damage
X-ISM	18	18
A-ISM	16	16
V-ISM	13	13

Special Moves	Trigger	Use	ISMs & Damage
Criminal Uppercut	↓↙←+P	G	X-24 A-22 V-20
Ruffian Kick	↓↘→+K	G	X-17 A-15 V-12
*Bad Stone	↓↘→, hold P, release P	G	X-23 A-19 V-16
Bad Spray	←↓↙↓+P	R	A-10 V-8
+Gleam Knife	2 + P P (over knife)	G	X+2 A+1 V+2
Fake Bad Stone Throw	↓↘→, select	G	A 0 V-0

The longer you hold the stone, the more damage it will do when thrown.
+Cody's punch attacks change and do increased damage when he has the knife. Also, the Bad Stone move will now throw the knife. Hit any punch button when picking up the knife to cancel the knife-tossing animation.

Super Moves	Trigger	Use	ISMs & Damage
*Final Destruction	→↓↘→+P	G	X-32 A-72
Jab	any button		
Ducking punch	2+any button		
Gut punch	any button after 2 jabs		
Uppercut	any button after gut punch		
Throw	2+any button after gut punch		
Jumping kick	any button in the air		
Dead End Irony	→↓↘+P	G	A-55

Combos	Hits	ISMs & Damage
MP, HP Criminal Uppercut	7	X-36 A-32 V-28
CC HP Criminal Uppercut (three times)	8	V-28
CC HK Ruffian Kick (repeat as opponent falls)	12	V-78

Using

Use the Bad Stone whenever possible. It doesn't get weaker over distance and can hit foes as they jump or land. Charge it up before releasing for maximum damage. The Criminal Uppercut is useful but slow. You have to plan ahead to make it useful. It does, however, snuff missile attacks. Grab the knife; it increases Cody's damage and extends his reach. When the opponent is close and leaves an opening, use the Final Destruction Super Combo.

Vs.

If you've got missile weapons, keep him at a distance and hammer him with them. Don't try to attack him while he's in the air. He's good at doing aerial throws. He's wide open after a Criminal Uppercut, so it's pretty safe to unload a Super Combo then.



DAN



Character Costumes

MP- Orange GI purple gloves
HP- Pink GI brown gloves
MK- Yellow GI purple gloves
HK- Purple GI brown gloves
PPP- Green GI yellow gloves
KKK- Blue GI yellow gloves

Using

His best special is the Dankuu-Kyaku. Use it to close the distance between Dan and his opponent, or as punishment when his opponent misses an attack. The Gadou-Ken is useful if you can combo it off of LP or MP, otherwise don't bother with it. Use the Hissho Burai Ken Super Combo whenever you get an opening. Use the Koryu Rekka to attack jumping opponents. Don't bother with the Shinkuu Gadou-Ken.

Vs.

Hit him until he falls down. Seriously, there isn't much of a trick to fighting Dan—pretty much anything will take him out. The only move you've got to watch out for is his Dankuu-Kyaku, which will nail rushing attacks, and many jump-in attacks. Block it and attack when he's recovering, or just wait for him to taunt and unleash a Super Combo.

Mode	Punch-Damage	Kick-Damage
X-ISM	20	20
A-ISM	16	17
V-ISM	14	15

Special Moves	Trigger	Use	ISMs & Damage
Gadou-Ken	↓↘→●	G	X-10 A-9 V-8
Kouryu-Ken	↓●, ●	G	X-18 A-16 V-13
*Dankuu-Kyaku	↓↙←●	G/A	X-20 A-17 V-15
Rolling Taunt	↓↘→, start	G	X-0 A-0 V-0
or	↓↙←, start	G	X-0 A-0 V-0
Saikyo-Ryu Guard	after block, →+● x3	G	V-0

Can't be used in the air with X-ISM.

Super Move	Trigger	Use	ISMs & Damage
Hissho Burai Ken	↓↙←↓↙←●	G	X-64 A-64
Shinkuu Gadou-Ken	↓↘→↓↘→●	G	A-45
Koryu Rekka	↓↘→↓↘→●	G	A-65
Chouhatsu Densetsu	↓↘→↓↘→, start	G	A-0
*Shin Chouhatsu Densetsu	↓↙←↓↙←, start	G	A-0

Takes three Super Combo levels to activate, causes all buttons to be taunts for a set period of time.

Combos	Hits	ISMs & Damage
MP, HP Gadou-Ken	2	X-24 A- V-19
MP, HP Koryu-Ken	2	X-33 A- V-23
MP, HK Hissho Burai Ken	12	X-77 A-75
OC LK, HK Dankuu-Kyaku, HP Kouryu-Ken	8	V-21
OC LP, MP, HP Gadou-Ken	4	V-22

DEE JAY



Character Costumes

MP- Light purple
HP- Orange red
MK- Orange
HK- Blue
PPP- Bluegreen
KKK- Army green

Using

Use X-ISM Mode with Dee Jay, the Jackknife Kick you get helps him a lot. Let opponents come to you while you charge DB so you can unleash the Jackknife Kick, Air Slasher, Machinegun Upper or Rolling Sobat whenever you see an appropriate opening. Use his D + HK Sliding Kick to get under attacks and knock opponents off their feet. Carnival Hook Kick is his most useful Super Combo.

Vs.

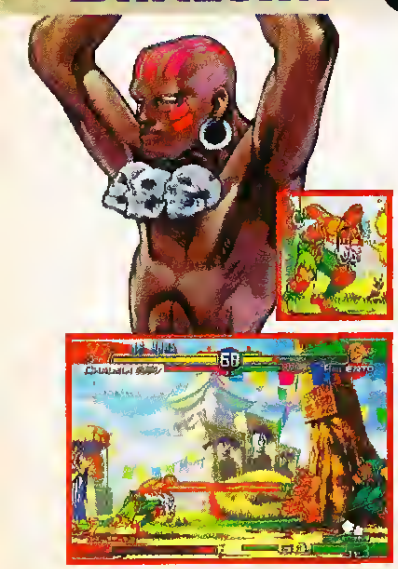
Missile attacks work pretty well against him. If he's in A-ISM Mode, it's pretty safe to jump in on him to attack. You can block the Rolling Sobat after the first hit, then counterattack while he's recovering. Don't let him get right on top of you, or he'll throw you.

Mode	Punch-Damage	Kick-Damage
X-ISM	20	19
A-ISM	17	16
V-ISM	14	13

Special Moves	Trigger	Use	ISMs & Damage
Air Slasher	Charge ↓, →●	G	X-9 A-8 V-7
Rolling Sobat	Charge ←, →●	G	X-21 A-18 V-15
Machinegun Upper	Charge ↓↑● (tap ●)	G	X-36 A-32 V-27
Jackknife Maximum	Charge ↓↑●	G	X-19 V-15
Super Combos	**Trigger**	**Use**	**ISMs & Damage**
Carnival Hook Kick	Charge ←, →→●	G	X-65 A-65
Theme of Sunrise	Charge ↓↙, ↓↘ ↑←●	G	A-53
Super Machinegun Upper	Charge ↓↙, ↓↘ ↑←●	G	A-69

Combos	Hits	ISMs & Damage
LP, LK, LP	3	X-20 A-17 V-15
jp MK, LP, LK	3	X-25 A-19 V-19
charge DB, cr LP, HP Air Slasher	2	X-12 A-12 V-11
charge DB, cr LP, HK Jackknife Maximum	4	X-22 V-19
OC jd LP, LP, cr HK	5	V-25
OC HK Jackknife Maximum, LK Jackknife Maximum (repeat LK JM as often as you can)	11	V-48

DHALSIM



Character Costumes

MP- Orange skin blue clothes
HP- Tan skin yellow clothes
MK- Orange skin green clothes
HK- Tan skin purple clothes
PPP- Gray skin reddish clothes
KKK- Gray skin pink clothes

Using

Keep your opponent as far away as possible. One useful trick is to shoot a Yoga Fire, then when your opponent jumps over it toward you, nail them with a standing HK. The Yoga Teleport can be very useful, especially if your opponent has you pinned in the corner, or keeps hitting you while you block. Yoga Inferno is his most useful Super Combo.

Vs.

Be ready to attack when you see him teleport, he's wide open when he reappears, and he often appears right next to you. Block his "mummy" attacks (where he spins down from a jump) and attack as he lands. Try to stay on top of him so he can't take advantage of his long-range attacks.

	Mode	Punch-Damage	Kick-Damage
X-ISM	18	18	
A ISM	17	16	
V-ISM	15	13	

Special Moves	Trigger	Use	ISMs & Damage
Yoga Flame	←↙↓↘→●	G	X-19
Yoga Blast	←↙↓↘→●	G	X-20
Yoga Fire	↓↘→●	G	X-14 A-12 V-10
*Yoga Teleport	DP, PP	G/A	X-0 A-0 V-0
or	DP, KK		
or	RDP, PP		
or	RDP, KK		
Yoga Flame	→↘↓↙←●	G	A-16 V-14
Yoga Blast	→↘↓↙←●	G	A-17 V-15
Yoga Recovery	←↓←↓●	R	A-0 V-0

*Doesn't work in the air in X-ISM Mode.

Super Combos	Trigger	Use	ISMs & Damage
Yoga Tempest	←↓→←↓→●	G	X-59
Yoga Inferno	↓↘→↓↘→●	G	A-62
Yoga Strike	↓↘→↓↘→●	G	A-71
Yoga Stream	↓↙←↓↙←●	G	A-59

Combos	Hits	ISMs & Damage
LP, Yoga Tempest	6	X-63
OC HP Yoga Fire, HP Yoga Fire	4	V-28
OC dp LP, LK, LK, LK	8	V-15

Character Costumes

MP- Pink robe
HP- Light blue robe
MK- Gray robe
HK- Green robe
PPP- White robe
KKK- Orange robe

E. HONDA

MODE	PUNCH-D	KICK-D
X-ISM	18	12
A-ISM	16	10
V-ISM	15	8

SPECIAL MOVE	TRIGGER	USE	ISMs & Damage
Hyakuretsu Harite	tap P rapidly	G	X-32 A-27 V-22
Super Zutsuki	charge ←, →P	G	X-14 A-12 V-10
Flying Body Splash	charge ↓, ↑K	G	X-16 A-14 V-12
Oitchou-Nage	360, P	G	X-26 A-23 V-20
SUPER MOVE	**TRIGGER**	**USE**	**ISMs & Damage**
Super Head Ram	charge ←, →→P	G	X-46 A-46
Fuji-Oroshi	charge ←, →→K	G	A-70
*Super Oitchou-Nage	720, P	G	A-68

*Requires three Super Levels to activate

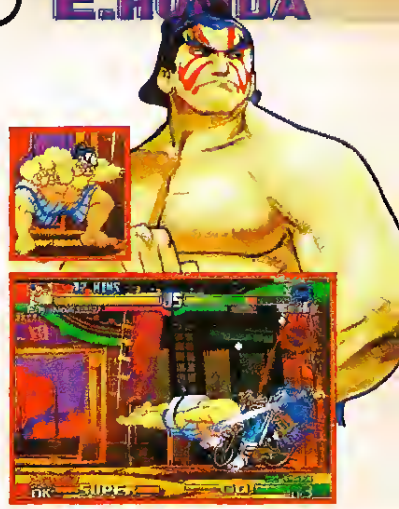
COMBOS	HITS	ISMs & Damage
dp cr LK, HP Super Zutsuki	2	X-14 A-12 V-10
jd LP, LP Hyakuretsu Harite	3	X-24 A-22 V-20
OC cr LK, HP Super Zutsuki (repeat LK SZ often)	10	V-61
OC dp cr LP, LP, HP Hyakuretsu Harite	6	V-22

Using

Stay close to your opponent and charge DB whenever you can, so you can activate the Super Zutsuki or Flying Body Splash when you've got an opening. Tap the P button as you perform any move or jump-in attack, so you can immediately start a Hyakuretsu Harite upon completion. The Fuji-Oroshi is his most useful Super Combo.

Vs.

Keep him at a distance with missile attacks. If you don't have any, watch out for his Super Zutsuki and be ready to block it. If you're fast enough, jab him out of it. Wait for him to do a Flying Body Splash, then attack him while he's recovering. Be careful when jumping in on him or you'll get nailed with a Hyakuretsu Harite.



Character Costumes

MP- Light red pants
HP- Dark gray pants
MK- Blue pants
HK- White pants
PPP- Blue/green pants
KKK- Yellow pants

FEI LONG

MODE	PUNCH-D	KICK-D
X-ISM	15	16
A-ISM	13	14
V-ISM	12	13

SPECIAL MOVE	TRIGGER	USE	ISMs & Damage
Rekka-Ken	↓↘→P (do 3 times)	G	X-25 A-22 V-18
Shien-Kyaku	←↓↙+K	G	X-22 A-20 V-17
Rekkuu-Kyaku	←↙↓↘→+K	G	X-21 V-15
SUPER MOVE	**TRIGGER**	**USE**	**ISMs & Damage**
Super Rekka-Ken	↓↘→↓↘→P	G	X-61 A-61
Super Shien-Kyaku	↓↙←↓↙←K	G	A-58
*Phoenix Strike	↓↙←↓↙←P	G	A-50/73

*For full hits and damage, activate at maximum range.

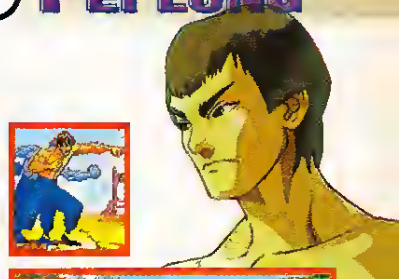
COMBOS	HITS	ISMs & DAMAGE
HP, HP Rekka-Ken	4	X-39 A-34
jd LP, LP, LP, HP Rekka-Ken	6	X-39 A-36 V-30
OC HP Rekka-Ken, HK Shien-Kyaku	8	V-25
OC jd HK, HP, HP Rekka-Ken	8	V-42

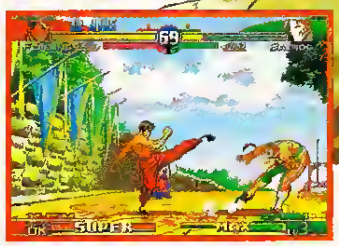
Using

When you get an opening, use the Rekka-Ken, but stop if your opponent blocks the first hit. Take advantage of its long range to surprise opponents. Use the Shien-Kyaku against jumping opponents or to avoid missile attacks. Use the Super Rekka-Ken Super Combo, unless your opponent is jumping in with an attack, then use the Super Shien-Kyaku.

Vs.

The CPU will usually only do two hits of the Rekka-Ken, but this still leaves a short opening you can counterattack in. He's tough to jump in on, and can be dangerous to take on in the air, so try to stay on the ground when fighting him. Watch for his "Hop Kick". It'll hit you even if you're crouching.





Character Costumes

MP- Black robe, purple belt
HP- Purple robe red belt
MK- Red robe purple belt
HK- Light blue robe red belt
PPP- Tan robe orange belt
KKK- Orange robe, orange belt

GEN

MODE	Sou PUNCH-D	Sou KICK-D	Ki PUNCH-D	Ki KICK-D
X-ISM	14	17	-	-
A-ISM	13	13	19	15
V-ISM	11	11	16	13

SOU STYLE (PPP)

Special Move	Trigger		Use	ISMs & Damage
Hyakuren-Kou	tap P		G	X-22 A-22 V-22
Geki-Rou	→↓↘→P,	tap K	G	X-21 A-20 V-19
Super Move	**Trigger**		**Use**	**ISMs & Damage**
Snake Rush	↓↘→↓↘→P	G		X-55 A-55
Touch of Death	↓↙←↓↙←P	G		A-77

KI STYLE (KKK)

SPECIAL MOVE	TRIGGER	USE	ISMs & Damage
Jya-Sen	charge ←, →P	G	X-18 A-15 V-13
Ou-Ga	charge ↓, ↑K	G	A-0 V-0
followed by			
Wall kick	nothing	A	A-16 V-13
Cancel	←	A	A-0 V-0
Jump to roof	↑	A	A-0 V-0
followed by			
Drop Kick	nothing	A	A-16 V-14
Angle Kick	← or →	A	A-16 V-14
Cancel	↑	A	A-0 V-0
SUPER MOVE	**TRIGGER**	**USE**	**ISMs & Damage**
Rolling Air Stomp	↓↘→↓↘→K	G	A-60
*Wall Leap	↓↙←↓↙←	A	A-0
followed by			
Left wall jump	P	A	A-varies
Roof jump	K	A	A-varies
Right wall jump	K	A	A-varies
Opposite wall	nothing	A	A-varies

Using

Gen has two fighting styles: Sou, a fast style and Ki, a strong style. Overall, Sou is the most useful. Nail slower characters with an LP Touch of Death, then hit them with an MP Snake Rush after they dizzy. You can combo almost any of Gen's Specials or Super Combos after any of his regular moves, so use a fast attack to create an opening, then take advantage of it.

Vs.

If Gen hits you with Touch of Death, hit him with any unblocked attack to cancel the constant damage & avoid the dizzy. Pay attention to which stance he's in, so you know which moves to watch out for. If he's in Ki stance, play more defensively, as he can jump in and attack you from odd angles.



When jumping to the roof during Wall Leap, the following moves can be activated.

Drop kick	nothing	A	A-varies
Angle kick	P or K	A	A-varies

** If all blows connect, you can do about 70 points of damage.*

- In X-ISM Mode, Gen uses a mixture of both Sou and Ki, and cannot switch between the two styles

COMBOS (Sou stance)	HITS	ISMs & DAMAGE
jd HP, HP Hyakuren-Kou	6	X-36 A-34 V-31
dp LP, HP Snake Rush, HP Hyakuren-Kou	11	X-72 A-69
OC charge B, dp LP, HP Jya-Sen	8	V-21

Guy

Character Costumes

MP- Black outfit
HP- Red outfit
MK- Light purple outfit
HK- Dark purple outfit
PPP- White outfit
KKK- Dark green outfit



Using

Keep your opponents on their toes with Guy's speed and varied Haya-Gake attacks. Play defensively, he takes a lot of damage when he's hit. The Houzan-Tou is great for ducking under missiles and counterattacking, and the Bushin Senpuu-Kyaku is a great anti-air attack. Haya-Gaka Crescent is his best special. Use the Bushin Thunder Kick Super Combo when you have a good opening.

Vs.

He'll often run right into missile attacks while trying to perform a Haya-Gake attack. He's got a significant delay between running and activating a Slide or Crescent Kick, so attack him when he gets close. Use weaker, faster moves to fight him. He takes a lot of damage from any attack.

MODE	PUNCH-D	KICK-D
X-ISM	15	17
A-ISM	13	15
V-ISM	14	14

Special Move	Trigger	Use	ISMs & Damage
Houzan-Tou	↓↗→P	G	X-15 A-13 V-11
Bushin Senpuu-Kyaku	↓↗→K	G	X-16 A-16 V-16
*Bushin Izuna-Otoshi	↓↘→P, P	G	X-15/24 A-13/20 V-11/16
Haya-Gake Stop	↓↘→PK	G	X-0 A-0 V-0
Haya-Gake Slide	↓↘→MK	G	X-13 A-11 V-9
Haya-Gake Crescent	↓↘→MK	G	X-18 A-15 V-12
Wall Jump	away from wall when you jump onto it	A	X-0 A-0 V-0

Normally, pressing P a second time will make Guy perform an elbow drop, but if he's right on top of his opponent, he'll perform a throw.

Super Combos	Trigger	Use	ISMs & Damage
*Bushin Musourenka	→↓↘→↓↘P	G	X-57 A-57
Bushin Thunder Kick	↓↘→↓↘→K	G	A-51
Bushin Fist	↓↘→↓↘→P	G	A-49

*Requires three super levels

Combos	Hits	ISMs & Damage
dp MP, HK Bushin Thunder Kick	8	A-58
dp HP, HP Bushin Fist	6	A-60
OC LP, LK, MP	5	V-16
OC LP, MP, HK Bushin Senpuu-Kyaku	11	V-29

Juli

Character Costumes

MP- Black outfit, dark red gloves
HP- Dark blue outfit red gloves
MK- Purple outfit dark red gloves
HK- Dark red outfit red gloves
PPP- Blue outfit pink gloves
KKK- Red outfit pink gloves



Using

Stay close to your opponent. Use the Spinning Knuckle to pass through missiles and counterattack. Use the Cannon Spike to knock your opponent out of the air. The Sniping Arrow is great for closing distances between you and your opponent, and you can often follow it with a Cannon Spike. For a Super Combo, stick with the Spin Dive Smasher.

Vs.

Sweep kick her out of her Spinning Knuckle, and attack her after you've blocked a Cannon Spike. You can jab the Sniping Arrow out of the air, or nail her with a missile. She's basically a slightly weaker version of Cammy, so you can use some of the same tactics for fighting her.

MODE	PUNCH-D	KICK-D
X-ISM	17	18
A-ISM	15	16
V-ISM	12	13

Special Moves	Trigger	Use	ISMs & Damage
Sniping Arrow	↓↘→K	G	X-17 A-15 V-12
Cannon Spike	→↓↘→P	G	X-20 A-17 V-15
Spin Knuckle	→↘↓↙←K	G	X-19 A-16 V-13
Super Moves	**Trigger**	**Use**	**ISMs & Damage**
Reverse Shaft Breaker	↓↗←↓↗←K	G	X-44 A-44
Spin Dive Smasher	↓↘→↓↘→K	G	A-58
Juli Dramatic Mode Specials			
Meter Charge	hold K x3	G	X-0 A-0 V-0
*Rolling Ball	↓↘→↓↘→P	G	A-20
+Team Attack	LP LP →LK HP	G	A-30

*Only works if both Juli and Juni are on the ground and not attacking.
+Takes three super levels, the grab must connect for it to work.

Combos	Hits	ISMs & Damage
MP, Spin Dive Smasher	10	A-68
HP, HK Cannon Spike	2	X-37 A-32 V-26
OC HP, HK Sniping Arrow, HK Cannon Spike, HK	4	V-43
HK Sniping Arrow, HK Cannon Spike, HK	4	V-39

Juni

Character Costumes

MP- Black outfit, dark red gloves
HP- Dark blue outfit red gloves
MK- Purple outfit dark red gloves
HK- Dark red outfit red gloves
PPP- Blue outfit pink gloves
KKK- Red outfit pink gloves



Using

Play defensively with Juni, charging DB so you can unleash a Spiral Arrow or Cannon Spike when you get an opening. Remember the Spiral Arrow can be used in the air as well. Teleport Dash past fireballs, and activate Earth Direct as you re-appear to ambush your opponent. Her Psycho Crusher won't work on opponents right next to her, but it's still better than the Spin Dive Smasher.

Vs.

Missile attacks don't work well against Juni, she just jumps or teleports out of the way and counterattacks. Move away from the Hooligan Roll where you are when it goes off, or jab her out of it as she approaches. She likes to approach her opponent by three Cannon Spikes in a row, so hit her as she's recovering.

Mode	Punch-Damage	Kick-Damage
X-ISM	17	18
A-ISM	15	16
V-ISM	12	13

Special Moves	Trigger	Use	ISMs & Damage
Spiral Arrow	charge ←, →K	G/A	X-16 A-14 V-12
Cannon Spike	charge ↓, ↑K	G	X-20 A-17 V-15
Cannon Strike	jump, ↓↘→K	A	X-18 A-15 V-12
Earth Direct	360, K	G	X-27 A-23 V-19
Hooligan Roll	←↙↓↘→↑→K	G	X-0 A-0 V-0
followed by			
Cancel	K when far	A	X-0 A-0 V-0
Slide Kick	nothing	A	X-20 A-17 V-15
Grab	→+K (when near)	A	X-24 A-20 V-16
Teleport Dash	↓↘→K	G	X-0 A-0 V-0
Push Block	after block, →+K x3	G/A	X-0 A-0 V-0
Super Combos	**Trigger**	**Use**	**ISMs & Damage**
Psycho Crusher	charge ←, →←→P	G	X-45 A-45
Spin Dive Smasher	charge ↓, ←↓↘→↑ ↑→K	G	A-58
Juni Dramatic Mode Specials		**Use**	**ISMs & Damage**
Heal	K x3	G	X-0 A-0 V-0
*Rolling Ball	↓↘→↓↘→P	G	A-20
+Team Attack	LP LP →LK HP	G	A-30

*Only works if both Juli and Juni are on the ground and not attacking.
+Takes three super levels, the grab must connect for it to work.

Combos	Hits	ISMs & Damage
charge D, cr LK, cr LK, HK Cannon Spike	3	X-27 A-24 V-22
OC HK Spiral Arrow, HK Cannon Spike *2	5	V-35
OC jd HK, HK Cannon Spike	3	V-28

Character Costumes

MP- Purple dress pink ribbon
HP- Red dress light blue ribbon
MK- Gray dress pink ribbon
HK- Blue dress light blue ribbon
PPP- Blue dress orange ribbon
KKK- Green dress orange ribbon

KARIN



MODE	PUNCH-D	KICK-D
X-ISM	19	18
A-ISM	16	16
V-ISM	14	13

Special Moves	Trigger	Use	ISMs & Damage
Gurenken	↓↘→+P	G	X-2 A-2 V-2
followed by			
Gurenken	P	G	X-3 A-3 V-3
Hou-Shou	→+P (after 1 Gurenken)		
	P (after 2 Gurenkens)	G	X-11 A-9 V-7
Ressen Chou	↓→+P, P	G	X-18 A-16 V-15
Yashagaeshi H	←+P	G	X-20 A-18 V-15
Yashagaeshi L	←+P	G	X-20 A-18 V-15
Mujin-Kyaku	P	G	X-15 A-14 V-14
Ressen-Ha	↑+P	G	X-19 A-16 V-14
Slide Kick	↓+P	G	X-14 A-12 V-10
Mujin-Kyaku	→↓↘→P	G	X-15 A-14 V-12
Hou-Shou	→↓↘→P	G	X-20 A-17 V-15
*Yashagaeshi High	↓↙←P	G	X-21 A-18 V-15
*Yashagaeshi Low	↓↙←P	G	X-25 A-21 V-18
Ressen-Ha	↓↘→↑→K	G	X-19 A-16 V-14
Ressen Chou	←↓↙←PP	G	X-18 A-16 V-15
Grab	360, K	G	X-29 A-26 V-23

*These only work if opponent attacks while they're active

Super Combos	Trigger	Use	ISMs & Damage
Shinpukaibyaku	↓↘→↓↘→P	G	X-61 A-61
Hou-Ou-Ken	↓↘→↓↘→P	G	A-53

Combos	Hits	ISMs & Damage
MP, HP Gurenken-HP Ressen Chou	4	X-33 A-29 V-25
HK Mujin-Kyaku, HK Mujin-Kyaku	4	X-29 A-26 V-23
OC HP, HP Gurenken-HP Ressen Chou	8	V-35
OC LK Mujin-Kyaku (repeat as opponent falls)	27	V-54

Using

Keep opponents guessing with the various Gurenken follow-up attacks. Use the Ressen-Ha to jump in on opponents. Use the Yashagaeshi blocks whenever you think you can predict what your opponent is going to do. Shinpukaibyaku is her best Super Combo. It's easier to connect with and does more damage.

Vs.

Watch out for her Ressen-Ha, it knocks almost any attack out of the air. Block it and counterattack, or hit her with a missile to knock her out of it. You can often block after the first hit or two of the Gurenken, then wait for it to end and counterattack.

Character Costumes

MP- White Gi, yellow gloves
HP- Red Gi yellow gloves
MK- Blue Gi, yellow gloves
HK- Yellow Gi, yellow gloves
PPP- Purple Gi tan gloves
KKK- Light red Gi tan gloves

KEN



Mode	Punch-Damage	Kick-Damage
X-ISM	20	16
A-ISM	17	14
V-ISM	14	13

Special Moves	Trigger	Use	Isms & Damage
Hadou-Ken	↓↘→P	G	X-13 A-11 V-9
Shoryu-Ken	→↓↘→P	G	X-24 A-21 V-19
Tatsumaki-Senpuukyaku	↓↙←K	G	X-18 A-17 V-16
Ground Roll	↓↙←P	G	X-0 A-0 V-0
Fake Roll	↓↘→, Start	G	X-0 A-0 V-0
Super Combos	**Trigger**	**Use**	**Isms & Damage**
Shouryureppa	↓↘→↓↘→P	G	X-68 A-68
Shinryuken	↓↘→↓↘→P	G	A-54
Shinpuu Jinrai Kyaku	↓↙←↓↙←P	G	A-58

Combos	Hits	Isms & Damage
jd HP, HP Shoryu-Ken	4	X-42 A-37 V-32
MP, HP Shouryu-Ken	4	X-37 A-33
LP, LK, HK Tatsumaki-Senpuukyaku	6	X-26 A-22 V-22
OC LP, HP, HK Tatsumaki-Senpuukyaku	7	V-32
OC LP, LP Shoryu-Ken, HK Tatsu-Senpuu	7	V-34

Using

Hammer opponents at a distance with Hadou-Ken, and when they try to jump in, nail them with the Shoryu-Ken. Use the Ground Roll to duck under fireballs and then attack with a Shoryu-Ken or Tatsumaki-Senuukyaku. Stick with the Shouryureppa Super Combo, it's got a good range and does more damage.

Vs.

The CPU likes to do three Shoryu-Kens in a row, each one more powerful than the last. When you see the first one go off, wait for the next one and then attack with your most powerful move as Ken is recovering. Don't jump in on Ken, he'll usually nail you with a Shoryu-Ken.

Character Costumes

MP- Purple outfit brown cape
HP- Red outfit gray cape
MK- Dark green outfit brown cape
HK- Purple outfit gray cape
PPP- Dark gray outfit gray cape
KKK- White outfit, gray cape

M.BISON



Mode	Punch-Damage	Kick-Damage
X-ISM	20	12
A-ISM	17	10
V-ISM	13	13

Special Moves	Trigger	Use	ISMs & Damage
Psycho Crusher	charge ←, →P	G	X-14
Double Knee Press	charge ←, →K	G	X-16 A-14 V-12
Head Press	charge ↓, ↑K+K	G	X-26 A-22 V-18
Skull Diver	charge ↓, ↑P+P	G	X-12 A-14 V-8
Teleport	→↓↘, P x3		
or	→↓↘, K x3		
or	←↓↙, P x3		
or	←↓↙, K x3	G	A-0 V-0
Psycho Shot	charge ←, →P	G	A-11 V-9
Super Combos	**Trigger**	**Use**	**ISMs & Damage**
Knee Press Nightmare	charge ←, →←→P	G	X-69 A-69
Super Psycho Crusher	charge ←, →←→P	G	A-70

Combos	Hits	ISMs & Damage
charge DB, MP, HP Psycho Shot	2	A-21 V-17
charge DB, MP, HK Double Knee Press	3	X-28 A-24 V-21
OC HK Double Knee Press (repeat)	15	V-49
OC HK Double Knee Press, HP Psycho Shot	6	V-29

Using

Charge D8 at all times. This allows you to unleash a Psycho Shot at a distant opponent or a Double Knee Press, Head Press or Skull Diver on a closer opponent. It's not worth teleporting, as you're extremely vulnerable when you re-appear. His standing HK will go right through many opponents without causing damage. Find a good opening and unleash the Super Psycho Crusher Super Combo.

Vs.

Nail him whenever he teleports, he's wide open for any attack you unleash. Play cautiously until he's drained his Super Combo meter, or you may wind up eating a Super Psycho Crusher. You can block the second hit of the Head Press, even if the first hit caught you.

R.MIKA

Character Costumes

MP- Yellow outfit
HP- Blue outfit
MK- Light blue outfit
HK- Purple outfit
PPP- Light red outfit
KKK- Green outfit



Using

Generally, it's best to use the Shooting Peach rather than the Flying Peach. It gives your opponent less time to block. Use the Double Neck Breaker whenever you get in close, it's got excellent range. Maximum Super Combo damage is dealt by Peach Special-Drop Kick-Rainbow Suplex (62D), but CPU opponents usually won't fall for it. Use the Rainbow Hip Toss instead.

Vs.

Keep her away from you at all costs. Even if she's a short distance away, she can nail you with the Double Neck Breaker, and you can't block it. You can jab her out of her Flying and Shooting Peach attacks. If she gets you with a Peach Special and jumps to her wrestling ropes, you can block the following attack.

Mode	Punch-Damage	Kick-Damage
X-ISM	20	18
A-ISM	17	16
V-ISM	15	13

Special Moves	Trigger	Use	ISMs & Damage
*Flying Peach	↓↗→P	G	X-20 A-17 V-15
*Shooting Peach	↓↗→K	G	X-20 A-17 V-15
Double Neck Breaker	360, P	G	X-28 A-24 V-20
Daydream Headlock	360, K	G	X-27 A-25 V-23
Wingless Airplane	HCB, K	A	X-26 A-22 V-18

*Flying Peach has a long windup, Shooting Peach has a long recovery, other than that they're identical.

Super Combos	Trigger	Use	ISMs & Damage
Peach Special	↓↘→↓↘→K	G	X-0 A-0
followed by			
Drop Kick (1)	P	G	X-23 A-23
Sliding Kick (1)	HP	G	X-23 A-23
Lariat	HP	G	X-57 A-57
Somersault (2)	run to opponent	G	X-0 A-0
(1) followed by			
Moonsault Press	nothing	G	X-32 A-32
D. Neck Breaker	→	G	X-39 A-39
Missile Kick	K	G	X-29 A-29
W. Airplane	→+K	G	X-42 A-42
(2) followed by			
Lariat	P or K, P	G	X-36 A-36
Rainbow Suplex	P or K, →+K	G	X-39 A-39
Drop Kick	P or K, K	G	X-36 A-36
D. Head Lock	P or K, →+K	G	X-39 A-39
Rainbow Hip Toss	↓↘→↓↘→P	G	A-58
Heavenly Dynamite	720, K	G	A-51

Combos	Hits	ISMs & Damage
*jd HP, HP Double Neck Breaker	2	X-47 A-40 V-34
cr dp LP, HK Shooting Peach	2	X-26 A-22 V-18
OC dp LP, LK, LK	5	V-16
OC HK, HK Shooting Peach	3	V-29

*not a true combo, but opponent can't do much after the first hit

ROLENTO

Character Costumes

MP- Red outfit gray beret
HP- [illegible] red beret
MK- Purple outfit gray beret
HK- Blue outfit red beret
PPP- Tan outfit green beret
KKK- Gray outfit green beret



Using

Whittle opponents down with the Stinger whenever you've got a chance, the CPU will often walk right into it. Use the Delta Air Raid and Delta Escape to pounce on your opponent unexpectedly (they work very well against missile attacks). Once you've got an opening, unleash the Tripwire, opponents will often fail to block it because it hits low.

Vs.

Play defensively, let him come to you, block his attack and counter with one of your own. Listen for the "spring" sound he makes just before he launches a Delta Air Raid, and block immediately. Use anti-air attacks when he's doing a Delta Escape. Remember, Tripwire must be blocked low.

Mode	Punch-Damage	Kick-Damage
X-ISM	22	20
A-ISM	20	17
V-ISM	13	15

Special Moves	Trigger	Use	ISMs & Damage
Patriot Circle	↓↘→P ↓↘→(x3)	G	X-19 A-19 V-19
Stinger	→↓↘→P, any button	G	X-9 A-8 V-8
Delta Forward Roll	P x3, P	G	X-16 A-14 V-12
Delta Air Raid	↓↗←PP	G	X-16 A-14 V-12
Delta Escape	↓↗←P, any button	G	X-0 A-0 V-0
Super Combos	**Trigger**	**Use**	**ISMs & Damage**
Tripwire	↓↘→↓↘→P	G	X-60 A-60
Mine Sweeper	↓↗←↓↗←P	G	A-56
Steel Rain	↓↘→↓↘→P	G	A-37

Combos	Hits	ISMs & Damage
(close to opponent), HK Steel Rain, HP	9	A-54
jd HK, HP Tripwire	2	X-78 A-76
HP Delta Air Raid, HP Tripwire	2	X-76 A-74
OC jd HK, HP, HP Patriot Circle	15	V-44
OC Delta Forward Roll, HP Patriot Circle	13	V-25

ROSE

Character Costumes

MP- Gray outfit light blue scarf
HP- Red outfit yellow scarf
MK- White outfit, light blue scarf
HK- Purple outfit yellow scarf
PPP- Pink outfit, white scarf
KKK- Purple outfit white scarf



Using

If your opponent has missile weapons, don't fight them with Soul Spark, use Soul Reflect to bounce his/her own shots back at him/her. Rush with Soul Spiral when you see an opening, and nail jumping attacks with Soul Throw. Her standing HK misses opponents who are right next to her. Use the Aura Soul Spark Super Combo when you have an opening.

Vs.

Don't jump in on her, because she'll grab you with a Soul Throw. When she lands from a Soul Throw, she's wide open, so hit her with your most powerful attack. Missile weapons don't work really well against her, she often bounces them back or absorbs them, making her stronger.

Mode	Punch-Damage	Kick-Damage
X-ISM	18	16
A-ISM	16	14
V-ISM	12	12

Special Moves	Trigger	Use	ISMs & Damage
Soul Spark	←↗↓↘→K	G	X-7 A-6 V-5
Soul Throw	→↓↘→P	G	X-24 A-20 V-16
*+Soul Absorb	↓↗←P	G	X-0 A-0 V-0
*Soul Reflect	↓↗←HP	G	X-0 A-0 V-0
*Soul Reflect Up	↓↗←HP	G	X-0 A-0 V-0
Soul Spiral	↓↘→K	G	X-14 A-12 V-10

*These only work against opponents' missile weapons.
+Capturing opponents' missiles increases her Super Meter.

Super Combos	Trigger	Use	ISMs & Damage
Aura Soul Throw	↓↘→↓↘→K	G	X-67 A-67
Aura Soul Spark	↓↘←↓↗←K	G	A-55
*Soul Illusion	↓↘→↓↘→K	G	A-0

*Creates two images of Rose who both duplicate her moves and attacks.

Combos	Hits	ISMs & Damage
LK Soul Illusion, HK Soul Spiral	7	A-16
OC MK, HK Soul Spiral (*2)	9	V-31
OC HK Soul Spiral, HK Soul Spark	6	V-18

Character Costumes

MP- Dark gray GI dark red gloves
HP- White GI, red gloves
MK- Purple GI dark red gloves
HK- Tan GI orange gloves
PPP- Light blue GI yellow gloves
KKK- Blue gray GI yellow gloves

RYU

Mode	Punch-Damage	Kick-Damage
X-ISM	19	20
A-ISM	16	18
V-ISM	14	14

Special Moves	Trigger	Use	ISMs & Damage
Hadou-Ken	↓↘→P	G	X-14 A-12 V-10
Shakunetsu Hadouken	←↙↓↘→P	G	X-14 A-12 V-10
Shoryu-Ken	→↓↘↓↘P	G	X-23 A-19 V-16
Tatsumaki-Senpuukyaku	↓↙←K	G/A	X-17 A-15 V-12
Super Combos	**Trigger**	**Use**	**ISMs & Damage**
Shinkuu Hadou-Ken	↓↘→↓↘→PP	G	X-55 A-55
Shinkuu Tatsumaki-Senpuukyaku	↓↙←↓↙←KK	G	A-62
*Mes-Shoryu-Ken	↓↘→↓↘→PP	G	A-59

**Requires three super levels to activate, must hit at exactly maximum range for full damage*

Combos	Hits	ISMs & Damage
jd LP, HP, HP Hadou-Ken	3	X-40 A-34
MP, HK Tatsumaki-Senpuukyaku	4	X-30 A-28
LP, LP Shinkuu Hadou-Ken	4	X-59 A-29
OC HP, HP Shankunetsu Hadouken, HP Hadou-Ken	4	V-31
OC HK Tatsumaki-senpuukyaku, HP Hadou-Ken	6	V-22

Using

Use the Hadou-Ken to keep opponents at a distance, then nail them with a Shoryu-Ken when they jump in. If an opponent is on top of you, unleash a Tatsumaki-Senpuukyaku. It's also useful while you're jumping. Stick with the Shinkuu Tatsumaki-Senpuukyakuu Super Combo. However, if your opponent fires a missile, use the Shinkuu Hadou-Ken. It'll cancel his/her attack and go right through.

Vs.

You need to get close to Ryu, or he'll whittle you down with missile attacks. However, he usually jumps in on his own, so just wait for your chance. If you jump in, he can nail you with a Shoryu-Ken, so try to approach on the ground. He's vulnerable after he shoots a missile, so that's the best time to jump in and attack.



Character Costumes

MP- White trunks, red trim
HP- Purple trunks yellow trim
MK- Dark blue trunks red trim
HK- Green trunks yellow trim
PPP- Red trunks green trim
KKK- Yellow trunks green trim

SAGAT

Mode	Punch-Damage	Kick-Damage
X-ISM	19	18
A-ISM	16	16
V-ISM	14	13

Special Moves	Trigger	Use	ISMs & Damage
Tiger Crush	↓↘→↗K	G	X-13
Tiger Shot High	↓↘→P	G	X-13 A-11 V-9
Tiger Shot Low	↓↘→K	G	X-13 A-11 V-9
*Tiger Blow	→↓↘→P	G	X-23 A-25 V-25
Tiger Crush	→↓↘→K	G	A-11 V-9

**This has a shorter range in X-ISM Mode*

Super Combos	Trigger	Use	ISMs & Damage
Tiger Genocide	↓↘→↓↘→K	G	X-69 A-69
Tiger Cannon	↓↘→↓↘→P	G	A-48
Tiger Raid	↓↙←↓↙←P	G	A-66
Taunt	↓↘→↓↘→, Start	G	A-0

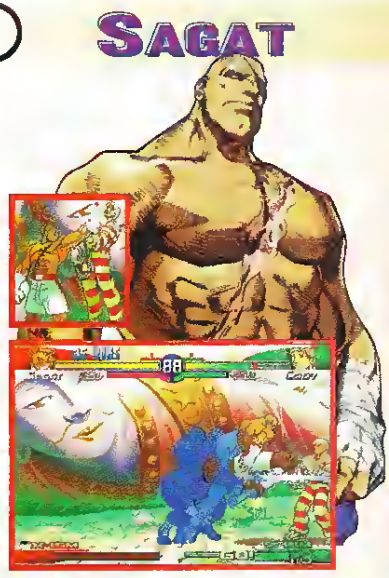
Combos	Hits	ISMs & Damage
HP, HP Tiger Blow	8	X-31 A-26
jd HK, HP Tiger Blow	8	X-41 A-40 V-38
LK, HK Tiger Genocide	15	X-73 A-72
OC jd HK, HP Tiger Blow, HP Tiger Shot High (*2)	15	V-44
OC LP, LK, MK	5	V-22

Using

Switch between high and low Tiger Shots to keep opponents away (high are more likely to hit, but low keeps opponents from sliding or rolling in on you). If they jump in, nail them with a Tiger Blow. Use the Tiger Cannon Super Combo when your opponent unleashes a missile, otherwise find an opening and use the Tiger Genocide.

Vs.

You've got to get close to him to cause damage, he'll snuff all your missile attacks with Tiger Shots. Don't jump in or you'll eat a Tiger Blow or Tiger Crush. Walk toward him to close the distance, blocking or ducking as needed. High Tiger Shots and the Tiger Cannon can be ducked, avoiding all damage. Once you're in close enough, sweep him.



Character Costumes

MP- Gray dress dark blue gloves
HP- Blue dress red gloves
MK- Orange dress blue gloves
HK- Green dress dark red gloves
PPP- Red dress
KKK- Dark blue dress

SAKURA

Mode	Punch-Damage	Kick-Damage
X-ISM	20	15
A-ISM	15	13
V-ISM	17	14

Special Moves	Trigger	Use	ISMs & Damage
*Hadou-Ken	↓↘→PP (x2)	G	X-20 A-17 V-15
Shouou-Ken	→↓↘→P	G	X-27 A-25 V-22
Shunpuu-Kyakuu	↓↙←K	G	X-12 A-12 V-12
+Sakura Otoshi	→↓↘→KK (x3)	G	A-27 V-25

**The more times you tap the Punch button, the larger and more powerful the move gets, and the shorter the distance it will travel.*
+This move requires _exact_ timing.

Super Combos	Trigger	Use	ISMs & Damage
Midare Sakura	↓↘→↓↘→K	G	X-61 A-61
Shinkuu Hadouken	↓↘→↓↘→P	G	A-45
Haru-Tohiban	↓↙←↓↙←P	G	A-55

Combos	Hits	ISMs & Damage
jd HP, MP Shouou-Ken	5	X-41 A-35 V-27
HP, HK Haru-Tohiban	8	A-70
OC HK Shunpuu-Kyakuu, HP Shouou-Ken	8	V-15
*OC HK Sakura Otoshi, tap HP	4	V-25

**Just tap HP quickly, and this move will work in OC Mode.*

Using

Use her Hadou-Ken to keep opponents at a distance, then clobber them with either Shouou-Ken or Shunpuu Kyakuu when they jump in. If your opponent leaves an opening and they're a short distance away, Shouou-Ken can close the distance quickly and let you counterattack. The Midare Sakura is her most useful Super Combo, but you can often duck under attacks with the Haru-Tohiban.

Vs.

If you're a full screen away from her, her Hadou-Kens will vanish before they reach you. She's wide open after a Shouou-Ken or Shunpuu-Kyakuu, and she often does them when she's well out of range. Just wait and attack while she's recovering.



SODOM



Character Costumes

MP- Orange shirt blue pants
HP- Red shirt light blue pants
MK- Light green shirt blue pants
HK- Blue/green shirt blue pants
PPP- Gray shirt, green pants
KKK Light gray shirt green pants

Using

You've got to get in close and use the Butsumetsu Buster or Daikyo Burning to do any serious damage. Use jump-in attacks, then throw as you land. You're going to have to use basic attacks a lot also, due to Sodom's limited Special move library. Use the Rushing Jigoku Super Combo, unless you can reliably pull off the 720 motion required for the Omega Slam.

Vs.

Keep your distance from Sodom, or you'll eat a throw. Whenever he raises both weapons over his head, he's about to execute an unblockable throw, so get out of the way, or hit him with a low sweeping attack to knock him out of it. Due to his poor anti-air attacks, it's pretty easy to jump in on him and attack.

Mode	Punch Damage	Kick Damage
X-ISM	19	19
A-ISM	16	16
V-ISM	15	14

Special Moves	Trigger	Use	ISMs & Damage
Jigoku Scrape	↓↘→P	G	X-15 A-13 V-11
*Shiraha Catch	→↓↘→K	G	X-? A-? V-?
Yagura Reverse	←↓↙←K	G/R	X-12 A-12 V-12
Butsumetsu Buster	360, P	G	X-31 A-26 V-21
Daikyo Burning	360, K	G	X-41 A-39 V-36

*If opponent hits Sodom with a high attack during this move, he'll automatically grab them

Super Combos	Trigger	Use	ISMs & Damage
Rushing Jigoku	→↘↓↙←↓↘→K	G	X-5B A-5B
Omega Slam	720, P	G	A-71

Combos	Hits	ISMs & Damage
*jd MK, HP Busumetsu Buster	2	X-44 A-37 V-30
MP, HP Jigoku Scrape	2	X-29 A-25 V-21
LP, LP Rushing Jigoku	4	A-29
OC LP, HP Jigoku Scrape (*3)	6	V-46
OC LK, LP, MK	5	V-22

not really a combo, but opponent can't easily avoid the throw

T.HAWK



Character Costumes

MP- Orange shirt blue pants
HP- Red shirt light blue pants
MK- Light green shirt blue pants
HK- Blue/green shirt blue pants
PPP- Gray shirt, green pants
KKK Light gray shirt green pants

Using

Jump toward opponents and hit them with the Condor Dive, if you get hit in the air, recover with PPP to launch another Condor Dive. Use T.Hawk's long limbs to hit opponents that think they're out of reach. Learn to trigger the Raging Typhoon, the Tomahawk Buster is less damaging than some of his combos, and costs super levels to boot.

Vs.

Keep him at a distance, and watch out for his aerial attacks. His Condor Dive can be taken out with a well-timed attack of your own, and if you block it, you can nail him with a missile attack as he lands. Never let him get right next to you, or he'll nail you with a throw.

Mode	Punch Damage	Kick Damage
X-ISM	19	19
A-ISM	16	16
V-ISM	14	15

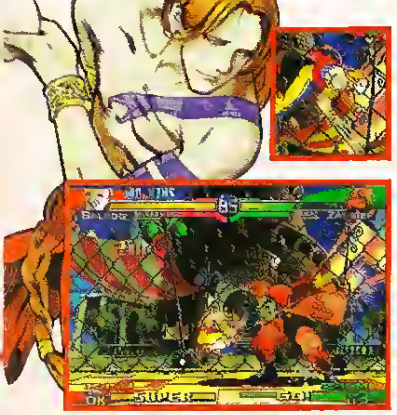
Special Moves	Trigger	Use	ISMs & Damage
Condor Dive	P x3	A	X-17 A-15 V-12
Tomahawk Typhoon	→↓↘→P	G	X-22 A-19 V-16
Mexican Typhoon	360, P	G	X-2B A-24 V-20
Leaping Chop	←↓↙←P	G	A-16 V-13

Super Combos	Trigger	Use	ISMs & Damage
Raging Typhoon	720, P	G	X-66 A-66
Tomahawk Buster	↓↘→↓↘→P	G	A-32

Combos	Hits	ISMs & Damage
jd HK, HP Tomahawk Typhoon	3	X-39 A-35 V-29
*HP Leaping Chop, HP Mexican Typhoon	2	A-40 V-33
OC LK, LP, MP, MK	5	V-21
OC LP, HP Tomahawk Typhoon (*5)	10	V-49

not a true combo, but opponent can't block throw

VEGA



Character Costumes

MP- Purple green outfit yellow sash
HP- Purple yellow sash red sash
MK blue outfit yellow sash
HK- yellow red sash
PPP- Yellow red outfit purple sash
KKK- Yellow blue outfit purple sash

Using

Whittle opponents down with the Stinger whenever you've got a chance, the CPU will often walk right into it. Use the Delta Air Raid and Delta Escape to pounce on your opponent unexpectedly (they work very well against missile attacks). Once you've got an opening, unleash the Tripwire, opponents will often fail to block it because it hits low.

Vs.

Play defensively, let him come to you, block his attack and counter with one of your own. Listen for the "spring" sound he makes just before he launches a Delta Air Raid, and block immediately. Use anti-air attacks when he's doing a Delta Escape. Remember, Tripwire must be blocked low.

Mode	Punch Damage	Kick Damage
X-ISM	16	18
A-ISM	14	16
V-ISM	12	13

Special Moves	Trigger	Use	ISMs & Damage
Wall Jump	charge ↓, ↑←K	G	X-0 A-0 V-0
followed by			
Attack	P	A	X-17 A-15 V-12
Izuna Drop	→+K (when close)	A	X-24 A-20 V-16
*Fence Jump	charge ↓, ↑K x3	G	X-0 A-0 V-0
Sky High Claw	charge ↓, ↑←K		
Rolling Crystal Flash	charge ←, →P	G	X-21 A-20 V-18
Backflip	PPP or KKK	G	X-0 A-0 V-0
Scarlet Terror	charge ↓↘→K	G	V-B

*only available on Vega's stage

Super Combos	Trigger	Use	ISMs & Damage
Rolling Attack	charge ↓←, ↓↘→↓↘→K	G	X-0 A-0
followed by			
Rolling Attack	P	A	X-60 A-60
Rolling Izuna	→+K when close	A	X-72 A-72
*Rolling Fence Climb	charge ↓←, ↓↘→↓↘→K	G	X-0 A-0
Scarlet Mirage	charge ←, →↘→K	G	A-55
+Red Thirst	charge ←, →↘→K	G	A-53

*only available on Vega's stage
+must have claw in hand to perform this attack

Combos	Hits	ISMs & Damage
LP, HP Rolling Crystal Flash	5	X-25 A-23 V-21
jd HK, MP	2	X-2B A-23 V-19
OC LK, MK, MP	4	V-20
OC HK Scarlet Terror, HP	3	V-22

Character Costumes

MP- Dark skin, white outfit
HP- Light skin, red outfit
MK- Dark skin, black outfit
HK- Light skin, blue outfit
PPP- Light skin, purple outfit
KKK- Light skin, orange outfit

ZANGIEF

Mode	Punch-Damage	Kick-Damage
X-ISM	24	23
A-ISM	20	19
V-ISM	16	16

Special Move	Trigger	Use	ISMs & Damage
Banishing Fist	▶▼◣▶ P	G	X-20 A-17 V-15
Double Lariat	P x3	G	X-29 A-25 V-21
or	P x3	G	X-25 A-21 V-18
Spinning Piledriver	360, P	G	X-33 A-28 V-23
Bear Crusher	360 P away from opponent	G	X-25 A-21 V-17
Siberian Suplex	360 P next to opponent	G	X-35 A-32 V-29
Super Combos	**Trigger**	**Use**	**ISMs & Damage**
Final Atomic Buster	720, P	G	X-69 A-69
Aerial Russian Slam	▼◣▶▼◣▶ K	G	A-60
Combos		**Hits**	**ISMs & Damage**
cr LP, PPP Double Lariat		2	X-19 A-16 V-13
*LP, HK Siberian Suplex		2	X-43 A-39 V-35
cr LP, cr LP, cr LK		3	X-19 A-16 V-13
OC HP, HP Banishing Fist		3	V-35
OC LK, LP, MK		4	V-23

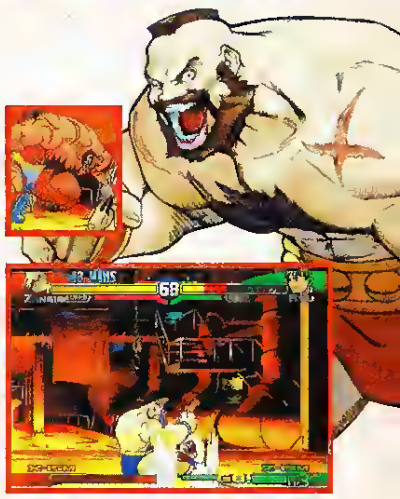
*not really a combo, but opponent can't block throw

Using

You've got to master the 360 motion to succeed with Zangief. Get in close to your opponent and unleash a Siberian Suplex. If you aren't close enough, he'll do a Bear Crusher and close the distance for you. Zangief can also whittle opponents down with his basic attacks. He does more damage than any character in the game. Wait for an opening and hit them with a powerful attack. Use the Final Atomic Buster Super Combo.

Vs.

Keep him away from you at all costs. If he gets anywhere near you, you're going to be thrown. If he does a Bear Crusher, sweep him before he can grab you. Missile weapons work well to keep him at a distance. Don't jump in, because he's good at blocking and throwing as you land.



-Secret Characters-

Character Costumes

LP- White Camo
LK- Dark Grey Camo
MP- Red Camo
HP- Army Green Camo
MK- Light yellow Camo
HK- Blue Camo

GUILE

Mode	Punch-Damage	Kick-Damage
X-ISM	20	22
A-ISM	16	17
V-ISM	13	15

Special Moves	Trigger	Use	ISMs & Damage
Sonic Boom	Charge ◀, ▶ P	G	X-7 A-10 V-5
Somersault Kick	Charge ▼, ▲ K	G	X-26 A-20 V-16
Spinning Back Knuckle	▶+P	G	X-18 A-16 V-13
Knee Bash	◀+K	G	X-17 A-15
Reverse Spin Kick	◀+K (close)	G	X-22 A 18
Super Combos	**Trigger**	**Use**	**ISMs & Damage**
Sonic Hurricane (close)	Charge ◀, ▶◀▶ P	G	A-25
Somersault Strike	Charge ▼◀, ▼▶▼◀ ▲▶ P	G	A-B1

Using

While his strategies (and inflicted damage) is almost identical to Charlie, note that Guile has a few extra changes that actually make him quite different. His Low Roundhouse Kick hits twice and is a good move to fool opponents.

Vs.

Like Charlie, the CPU will cheat with his Sonic Booms and Somersault Kicks, activating them without charging them. Low attacks, especially sliding low attacks, will take Guile by surprise.



Character Costumes

LP- White Gi, White Headband
LK- Light Grey Gi
MP- Dark Grey Gi, Red Headband
HP- Red Gi, Yellow gloves
MK- Blue-Grey Gi
HK- Dark Yellow Gi, Yellow Gloves

EVIL RYU

Mode	Punch-Damage	Kick-Damage
X-ISM	27	28
A-ISM	21	22
V-ISM	17	16

Special Moves	Trigger	Use	ISMs & Damage
Hadou Ken	▼◣▶ P	G	X-15 A-12 V-11
Shakunetsu Hadou Ken	◀◢▼◣▶ P	G	A-15 V-11
Shouryuu Ken	▶▼◣▶ P	G	X-30 A-25 V-20
Tatsu. Senpuu Kyaku	▼◢◀ P	A	X-20 A-18 V-15
Super Combos	**Trigger**	**Use**	**ISMs & Damage**
Shinkuu Hadou Ken	▼◣▶▼◣▶ P	G	A-57
Messatsu Gou Shouryuu	▼◣▶▼◣▶ K	G	A-87
Shinkuu Tatsu. Senpuu Kyaku	▼◢◀▼◢◀ K	G	A-75
Shun Goku Satsu	LP LK ▶ LP LK	G	X-79 A-71

(Note: Use Ryu's combo and move list to apply interesting techniques.)

Using

A more powerful version of Ryu, Evil Ryu adds the Shun Goku Satsu to his arsenal of supers. Rely on the same strategies as with standard Ryu. Gone are the 3-hit Dragon Punches of SFA2.

Vs.

Apply the same strategies as given against regular Ryu. Make sure you watch out for the Shun Goku Satsu, because it's definitely a lethal super combo.



Character Costumes

LP- Purple Gi, Yellow Hair
LK- Brown Gi, Yellow Hair
MP- Purple Gi, Red hair
HP- Purple Gi, yellow hair
MK- Teal Gi, Grey skin, Red hair
HK- Teal Gi, Orange Hair

SHIN AKUMA

Mode	Punch-Damage	Kick-Damage
X-ISM	22	22
A-ISM	21	21
V-ISM	20	16

Special Moves	Trigger	Use	ISMs & Damage
(Double) Gou-Hadou-Ken	▼◣▶ P	A/G	X-10 A-7 V-6 (per ball)
Super Moves	**Trigger**	**Use**	**ISMs & Damage**
*Shun Goku Satsu	LP LK P HP LK HP	G	X-76 A-83
Messatsu Gou-Shouryu	▼◣▶▼◣▶ P	G	A-94
Messatsu Gou-Hadou	▶▼◀▶▼◀ P	G	A-75
Tenma Gou-Zankuu	▼◣▶▼◣▶ P	A	A-70

*Requires three Super Bars

Using

A "*super*" Akuma of sorts, for the most part, Shin plays just like the normal Akuma. He now throws two air fireballs instead of one, and they have a wider angle after launch. The Raging Demon is now full screen, and it also does much more damage.

Vs.

Apply the same strategies as given against regular Akuma. Be aware of the dual air fireballs and the new angle.



Secret Cars, Tracks and Techniques

NEED FOR SPEED HIGH STAKES

XG Strategy
by Jim Mazurek

Before I Start...

I'll start off by stating NFS: High Stakes is, without a doubt, the absolute hardest racing game I've ever played. This isn't a bad thing, but gamers should be aware of it. The challenge in some of the later tracks gets pretty tight, and along with some wickedly fast computer opponents, you're bound to have your hands full. NFS: High Stakes also offers some of the coolest innovations in a racing game to date. Racing for pink slips via memory card? Being able to play as the cops? How cool is that!

This strategy contains some useful insight on the overall strategies that do and don't work, as well as some car specific charts and graphs for all you gearheads out there. The last couple of pages sport some absolutely beautiful rendered track maps with a bundle of applicable strategy as well.

What can you do to combat such a difficult title? I hope that this strategy helps keep you from "losing your cool" in the game. It's bound to happen to you sometime, so at least you can't say you weren't warned.

• Automatic vs. Manual Tranny

Going all the way back to the vintage racing games of yesteryear, the decision of whether to use automatic or manual transmissions has always been a topic for discussion. Some gamers will say using the automatic allows them to **"fine tune their turning skills"** with one less variable to worry about. A valid point. Others will point out that the manual tranny gives you a slight performance advantage, allowing the car to reach maximum RPMs in a given gear set. Another true statement.

Which is best for this game? I started out with an automatic, then progressed into a manual gradually. The performance difference between the two is very slight, and the manual actually ends up costing me more time because of lousy shifting on my part

My advice: **Stick to the auto, unless you're 100 percent confident with your shifting skills.** You'll find yourself crashing quite a bit in this game, which can make for a tricky time on the shift knob...

•The Money Situation

If you plan on having a garage full of high-speed supercars, it's gonna cost you a pretty penny. **Saving your money by buying the cheapest cars in each category** actually works, and it will end up saving you a ton of cash by game's end.

• ABS or Not?

Using ABS (Anti-Lock Braking System) really depends on your playing style. If you are the type who really slams on the brakes a lot, **ABS might be a good idea.** If you're more like me, however, and you prefer to simply "feather the throttle" with minimal use of brakes, the standard ones will do.

• Upgrading the Cars

Never go into a tournament or special event without buying a fully upgraded car first. Going in without all three upgrades will only make the races even more difficult than they already are, since the competitors will only drive cars that are "stock" in their configurations. While the upgrades don't look like much on the bar graph, they actually do make a **world of difference out on the track.**

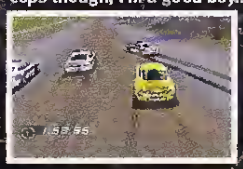
Database

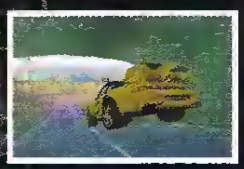
time to complete	**40 hours**
difficulty	**(see above)**
best feature	**great cars**
worst feature	**too hard?**
911 Turbo?	**nice, but pricey**
quickest at ZD	**my SS396**
system	**PlayStation**
publisher	**Electronic Arts**
developer	**Electronic Arts**

Modes of Play

• Hot Pursuit Mode

You can race this mode with either one or two players. Racing one player will allow you to access different levels of difficulty with a variety of police cars to choose from (as you earn them). Win with all three of the police cars to unlock the helicopter (which makes a great opponent for your friends via memory card). The strategy here is to try to **stay out of the cops' way** as much as possible, forcing them to pursue your opponent instead of you. Also, you should know that you'll get two tickets (or warnings) before being arrested. Sometimes, if you're going ridiculously fast (lets say upward of 150 mph), the cops will arrest you on your first offense. I'll have no part of the cops though, I'm a good boy...





• High Stakes Mode

If you've got the skills, then you'll have a blast racing against your friends in High Stakes Mode. Brand new to this version, you'll be put into a race against a friend via memory card. There will be one big prize on the line: your car. Make sure you don't do anything stupid in this mode (losing will permanently remove the car you were racing with from your memory card), as EA designed this setup to be as fair as possible. It actually matches the two cars racing against each other from both memory cards before the race (preventing losing players from going for the reset switch, D'oh!), so put up or shut up. **Don't gamble and race for one-of-a-kind cars** that you can't repurchase (Pro Cup Porsche, Helicopter, etc).





• When Buying Cars...

What should I look for? Which attributes are the most important? Are there any meaningless attributes?



When buying a car, compare it to every other car **in its own class.** I stress in its own class, because these are the only cars you'll ever be racing against. You'll never have to race against a Ferrari 550 in your Z3 and vice versa. Check out the upgrades chart to make sure you won't be dumping the bank into a Level 1 upgrade, only to be short a few grand to purchase the Level 2.



• Staying On The Ground

Sick of flying into orbit at every little incline in the road?

Simply let off the gas as you go over the crest of a hill to keep your tires planted firmly on the cement. If you feather the throttle just right, you won't lose any speed. As common physics will tell you, keeping your car on the pavement is a good thing...

• Car Combat

How do I fight back against Road Rage?

Instead of sideswiping your opponents or ramming them off the road, try out the "nudging" technique. The idea is to push out the tail end of your opponent's car ever so slightly. If successful, he should do a 180-degree spin.

• Infinite Money, Car Duping!!

From the master of cheapness and item duplication, good ol' Zurok found a nice little trick for all you who are out to get a fat bank account and a garage full of cars. You'll need two memory cards and two controllers for this trick to work...

Instead of racing in High Stakes Mode against a friend, who says you can't race against yourself? Once you have one or two decent cars (the more you have, the better), **simply save your memory card data onto another separate card.** Now go into High Stakes Mode (where you'll race against *yourself* for pink slips), and load both memory cards into a head-to-head battle. After winning the car, you can either sell it or implement it into your plethora of supercars. Repeat this process until you have enough money, cars, etc. Gee, I wonder who's going to win?

The Races

Below are some quick charts that explain what you'll get from each of the game's tournaments and special events. Consider it a master "unlocking chart." Special cars, bonus tracks, it's all in the race...

Tournament 1: Worldwide Roadster Classic

1st: $10,000
2nd: $8,500
3rd: $7,000
Difficulty: Easy
Mercedes/BMW Z3
Gold Unlocks "Twilight Open Series"

Tracks
1. Landstrasse
2. Route Adonf
3. Kindiak Park

Strategies: Take the Z3, and try to earn as much money as possible the first time through. Modify it to Level 3, then re-enter. Now you should have no problem nabbing the gold.

Tournament 2: Regional Club Circuit

1st: $20,000
2nd: $17,500
3rd: $15,000
Difficulty: Moderate
Camaro/Firebird
Silver unlocks the "Durham Track"
Gold unlocks "International Road Race"
(Special Event)

Tracks
1. Route Adonf
2. Landstrasse
3. Kindiak Park
4. Durham Road

Strategies: The Camaro has the slight edge here, so you might as well buy it. Apply the identical strategy from tourney number one...

Tournament 3: Super Sedan Challenge

1st: $30,000
2nd: $27,500
3rd: $26,000
Difficulty: Moderate
DB7/BMW/Jaguar
Gold unlocks "Knockout Challenge" (Special Event) and Celtic Ruins Track

Tracks
1. Route Adonf
2. Landstrasse
3. Kindiak Park
4. Durham Road

Strategies: This one's a kicker. You might have to go back and race the Regional Club Circuit several times with your Level 3 Camaro (earn some easy cash), then enter the Sedan Challenge with a hopped-up BMW M5.

Tournament 4: Grand Touring Competition

1st: $110,000
2nd: $105,000
3rd: $100,000
Difficulty: Hard
Corvette/Ferrari 550
Gold unlocks "Corvette Pro Cup" (Special Event) & Dolphin Cove Track

Tracks
1. Landstrasse
2. Celtic Ruins
3. Kindiak Park
4. Route Adonf
5. Dolphin Cove

Strategies: This is when the tourneys start to get very hard. I used the Corvette because of the price difference (and the performance is still right up there with it). Practice on the Dolphin Cove several times before you go for the win.

Tournament 5: International Supercar

1st: $175,000
2nd: $150,000
3rd: $125,000
Difficulty: Very Hard
Porsche/Ferrari F50/Lamb.Diablo
Gold unlocks "Porsche Pro Cup" (Special Event) & Snowy Ridge Track

Tracks
1. Celtic Ruins
2. Kindiak Park
3. Landstrasse
4. Route Adonf
5. Durham Road
6. Dolphin Cove
7. Snowy Ridge

Strategies: The Porsche is ideal for this tournament. With the strong handling and acceleration numbers, it's sure to get you out of any sort of trouble.

Tournament 6: GT Racing Competition

1st: $250,000
2nd: $225,000
3rd: $200,000
Difficulty: Very Hard
Mercedes CLK-GTR/ McLaren F1-GTR
Gold unlocks: "Endurance Racing Competition"
(Special Event) and all three raceways

Tracks
1. Raceway 2
2. Raceway
3. Raceway 3

Strategies: The final tournament takes place on the last three tracks in the game. Expect tight turns and furious competition throughout. The CLK's a bit better than the McLaren.

Special Event 1: Weekend Rd. Racing Classic

Entrance Fee: $5,000
1st: $10,000
2nd: $7,500
3rd: $5,000
Difficulty. Moderate
Fully Upgraded BMW Z3

Tracks
1. Route Adonf
2. Landstrasse

Strategies: Once you have your fully upgraded Z3, take it into this tournament for an easy win. If you don't win a trophy, just reset to save yourself the $5,000 entrance fee.

Special Event 2: Twilight Open Series

1st: $12,500
2nd: $10,000
3rd: $7,500
Open Entry
Difficulty: Hard

Tracks
1. Kindiak Park
2. Route Adonf
3. Landstrasse

Strategies: Racing in darkness isn't fun or easy. Make sure to stay close to other racers if possible, as their headlights make for an additional viewing area. You really need to know the tracks well before winning this event.

Special Event 3: International Open Rd. Tour

Entrance Fee: $5,000
1st: $15,000
2nd: $10,000
3rd: $7,500
Difficulty: Very Hard
Open Entry

Tracks
1. Landstrasse
2. Kindiak Park
3. Route Adonf
4. Durham Road

Strategies: The Open Road events are the hardest in the game, with constant oncoming traffic to keep you away from your racing line. Stay on the correct side with the flowing traffic—you'll avoid most of the really bad collisions that way. To get a gold here, you'll need a lot of luck and a bit of skill..

Special Event 4: Knockout Challenge

Entrance Fee: $10,000
1st: $45,000
2nd: $0
3rd: $0
Difficulty: Hard
Open Entry

Tracks
1. Route Adonf
2. Landstrasse
3. Kindiak Park
4. Durham Road

Strategies: The object is *not* to place last. I still think you should go in with the mentality that you are going after the win. Letting yourself slip back in the races will only hurt you later.

Special Event 5: Corvette Pro Cup

Entrance Fee: $20,000
1st: $20,000
2nd: $15,000
3rd: $10,000
Difficulty: Hard
Fully Upgraded Corvette
Gold Unlocks: Pro Cup Corvette (hidden)

Tracks
1. Landstrasse
2. Durham Road
3. Kindiak Park
4. Dolphin Cove

Strategies: If you're a Corvette fan, you absolutely have to win this event and get yourself one of those Pro Cup Corvettes. The stats are through the roof, and it feels like a full blown race car in a Corvette shell.

Special Event 6: Open Knockout Challenge

Entrance Fee: $20,000
1st: $75,000
2nd: $0
3rd: $0
Difficulty: Ridiculous!!
Open Entry

Tracks
1. Celtic Ruins
2. Durham Road
3. Kindiak Park

Strategies: I recommend bringing in the Z3 to this event. It will keep the top speeds down, and hopefully help you from smashing into obstacles. It took me nearly 50 tries to finally win this event, so expect to put in some time if you want the reward...

Special Event 7: Porsche Pro Challenge

Difficulty: Very Hard
Gold unlocks: "Pro Cup Porsche" (secret car)
Watch for an update next month on how to complete these difficult events.

Special Event 8: Endurance Racing Comp.

Difficulty: Very Hard
Watch for an update next month on how to complete these difficult events.

The Points System

As you race in the tournaments, you'll be awarded points according to where you place. Remember that you don't have to win every race, just place number one in the points standings when the tournament/special event is over.

1st place: 8 points
2nd place: 6 points
3rd place: 4 points
4th place: 3 points
5th place: 2 points
6th place: 1 point
DNF: 0 points

Secret Cars!

Here's a quick breakdown of what's available and how to get it:

Secret Car#1: Pro Cup Corvette
Gold in Corvette Pro Cup
Secret Car#2: Pro Cup Porsche
Gold in Porsche Pro Cup
Secret Car#3: Titan
Gold in ALL Special Events
Secret Car#4: Phantom
Gold in ALL tournaments
Secret Car#5: Police Helicopter
Beat all "3" Police Modes

Course Key

- Danger! (see course sidebar)
- Hairpin Turn Ahead
- Course Short Cut
- Did You Know?
- Start — Course Starting Point and Direction
- Speed 201 — Recommended Speed

The Cars

Mercedes: SLK-230

Accel.:
Top Spd:
Braking:
Handling:
Overall:



In comparison to the BMW Z3 Roadster, the SLK-230 falls just a bit short on the performance end. With slightly lower acceleration, it doesn't hop out of corners quite as fast as the Z3, and its mediocre handling doesn't make it the easiest car to deal with when in traffic. One benefit of the SLK, however, is that it's slightly underpowered. Whenever I drove this car I found myself less "edgy" than when I'm driving the faster, more powerful supercars. Overall, it's not offering much, but a decent car nonetheless.

Price: $20,000 **Level 2:** $5,250
Level 1: $3,000 **Level 3:** $6,750

BMW: Z3 Roadster

Accel.:
Top Spd:
Braking:
Handling:
Overall:



Definitely the better of the two roadsters, the BMW Z3 is my all-around favorite car to use in the open entry special events. Its great mixture of handling, explosive acceleration and decent braking make it the choice "beginner's car" to purchase. Once fully upgraded, the Z3 becomes much easier to control, and that little extra piece of power is just barely noticeable at the top end. The way I look at it, you can have a decked-out low-end speedster for only $35,000. This car will stay in your repertoire for a while to come.

Price: $20,000 **Level 2:** $5,250
Level 1: $3,000 **Level 3:** $6,750

Chevrolet: Camaro Z28

Accel.:
Top Spd:
Braking:
Handling:
Overall:



Muddy, mediocre, and powerful. That about best sums up the All American Camaro (if those words can even make sense together). Muddy, because of the somewhat sluggish throttle response from such a powerful 300 HP engine. Mediocre, because the car doesn't really handle that well, nor does it have the high-end racing brakes to stop it without a problem. How does the powerful part fit in? It's weird, but the car actually feels ultraresponsive in the high RPM range. I'd give the edge to the Camaro over the T/A by just a hair, only because of this one reason.

Price: $22,000 **Level 2:** $5,775
Level 1: $3,300 **Level 3:** $7,425

Pontiac: Firebird T/A

Accel.:
Top Spd:
Braking:
Handling:
Overall:



A virtual twin of the Z28 Camaro, the Firebird T/A is almost identical in every respect. Middle of the road in just about everything other than high-end acceleration, the T/A isn't a car you'll want to race in High Stakes Mode (against a friend for pink slips...). Once fully upgraded, the T/A doesn't really show any noticeable differences from the stock version. The acceleration, handling and top speed are all slightly raised, but not enough to get it up into the "supercar" status. Use the Camaro Z28 over this car if possible...

Price: $22,000 **Level 2:** $5,775
Level 1: $3,300 **Level 3:** $7,425

Aston Martin: DB7

Accel.:
Top Spd:
Braking:
Handling:
Overall:

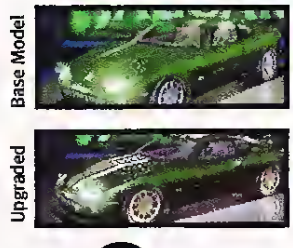


This is one of those high-end cars that doesn't feel "high-end." The stock numbers are very close to the Camaro, and you won't notice a world of difference when you get it out on the track. The same strategies apply when racing the DB7 as the Camaro. You can almost keep the throttle to the floor for the entire race, with the exception of some of the harder turns of course. Once fully upgraded, the DB7 gets noticeably faster and more responsive. Better than the XKR, but not quite as good as the BMW M5.

Price: $40,000 **Level 2:** $10,500
Level 1: $6,000 **Level 3:** $13,500

Jaguar: XKR

Accel.:
Top Spd:
Braking:
Handling:
Overall:



Of all the cars in the game, I found this one to be the most unnecessary purchase I made. It falls right in between the two other sedans in its class, making it somewhat boring to race. Statistically, it looks great. The only thing it lacks are some decent brakes, which again, doesn't matter much. The acceleration is average, as with the handling. Since you have the choice between the three great cars in this category, why not go with the best and buy the BMW M5. Don't let me sway you if you're a hardcore Jaguar fanatic, though...

Price: $40,000 **Level 2:** $10,500
Level 1: $6,000 **Level 3:** $13,500

BMW: M5

Accel.:
Top Spd:
Braking:
Handling:
Overall:



The M5 is king of the "super sedans" with the high-handling rating, making it the clear choice for serious racers. Once fully modified, I had absolutely no trouble winning the Super Sedan Challenge with ease. Compared to the other two cars in its class, the Jaguar and the Aston Martin, this vehicle is clearly the best of the three. The only feature the M5 is lacking is a set of decent disc brakes. But who cares about stopping power, right? If you need to depend on your brakes in a game called "Need for Speed," something 's definitely wrong with you.

Price: $45,000 **Level 2:** $11,813
Level 1: $6,750 **Level 3:** $15,188

Chevrolet: Corvette

Accel.:
Top Spd:
Braking:
Handling:
Overall:



While we aren't quite into the realm of uncontrollably fast supercars, we're about as close as we can get for $60,000 (Art Director Tim Davis may disagree...). There is absolutely nothing wrong with this car—not one thing. From acceleration to handling, the Corvette shines across the board. The car is so damn powerful, you'll find yourself hugging the guardrails quite a bit when you first hop into it. Treat it with caution on the grass 'n' dirt, or the sheer torque will keep your wheels spinning wildly for quite some time...

Price: $60,000 **Level 2:** $15,750
Level 1: $9,000 **Level 3:** $20,250

Ferrari: 550 Maranello

Accel.:
Top Spd:
Braking:
Handling:
Overall:



A great competitor for the Corvette, the extra money you'll end up throwing into the 550 Maranello just might be worth it if you've got the cash. Slightly better than the Corvette in every category, the Maranello is the obvious choice of the two. You'll definitely need to be aware of your speed at all times when in this beast. It's very easy to veer into a stray tree or wall when taking corners a bit too fast for comfort. Also note that your repair bill will be significantly higher for this car, since the import parts are harder to find...

Price: $75,000 **Level 2:** $19,688
Level 1: $11,250 **Level 3:** $25,313

Porsche: 911 Turbo

Accel.:
Top Spd:
Braking:
Handling:
Overall:



Folks, it doesn't get much better than this (I might as well tell you how much I love this car in real life, so I can further justify the awesome rating of this fine, fine, automobile). If you didn't already know, Porsches are world renowned for their impeccable handling, and this game did an excellent job in translating that feature. The dual turbos give explosive out-of-the box acceleration, and the top speed is somewhere in the 175-mph range. Once fully upgraded, this car is frighteningly fast (just like it's real-life counterpart), and can get uncontrollable if you're not careful.

Price: $175,000 **Level 2:** $30,625
Level 1: $17,500 **Level 3:** $39,375

Ferrari: F50

Accel.:
Top Spd:
Braking:
Handling:
Overall:



The F50 is the fastest of all cars in its class, but that high speed also needs a counterweight: handling. Stock, it's almost a nightmare to control, but once fully upgraded, the handling gets much tighter. When racing vs. the Porsche, there is no comparison in terms of speed. The only reason I give the edge to the Porsche, is because of that extra little piece of performance handling. Also notice that the sticker shock is quite a bit higher on this car versus its two competitors in its class. Keep this in mind when car shopping...

Price: $225,000 **Level 2:** $39,375
Level 1: $22,500 **Level 3:** $50,625

Lamborghini: Diablo SV

Accel.:
Top Spd:
Braking:
Handling:
Overall:



Stuck at the bottom of three cars in its class, the Diablo SV is by no means a crappy car. When compared to the value and handling of the Porsche, or the raw power of the F50, the Diablo is another one of those cars you could really do without. The price tag is high, and the repair bills will be through the roof if you're not a careful driver (like me). If you're the type who goes for the arcade-style driving where you'll slip and slide through most of the turns, this car definitely isn't for you.

Price: $200,000 **Level 2:** $35,000
Level 1: $20,000 **Level 3:** $45,000

Mercedes: CLK-GTR

Accel.:
Top Spd:
Braking:
Handling:
Overall:



The CLK chews up every other car in the game (excluding the statistical twin, the McLaren), with a "10" in almost every category. It actually handles very well when out on the track, but it still has too much power for its own good. I found myself smashing into just about everything the first couple tries, and even now after racing with it at least 50 times.

Price: $500,000
No Upgrades Available

McLaren: F1-GTR

Accel.:
Top Spd:
Braking:
Handling:
Overall:



You're getting an F1 car in a streetable shell, making for a near-perfect car. The real trick to controlling a car of this caliber is to make sure not to "lose the tail" by hitting corners too fast for the car's handling. There are no available upgrades, meaning that the stiff $500,000 price tag is all you'll have to invest to get the best out of the McLaren.

Price: $500,000
No Upgrades Available

Secret Cars!

Most of these cars were unavailable (or should I say, too HARD to get) in the preproduction version of the game we worked on, but watch for an update next issue with all the details.

Pro Cup Corvette

Acceleration: 9
Top Speed: 8
Braking: 8
Handling: 9
Overall: 8
JimzRating: Great
Resale: $168,750

Unlocked by getting the gold trophy in the Corvette Pro Cup, this wickedly fast ride is a fun "show-off" car to have in your arsenal.



Helicopter

Acceleration: ?
Top Speed: ?
Braking: ?
Handling: ?
Overall: ?
JimzRating: ?
Resale: ?

Unlock the Helicopter by completing ALL three "Hot Pursuit" modes with the police. After winning with the final cop, you'll get this.



Titan

Acceleration: ?
Top Speed: ?
Braking: ?
Handling: ?
Overall: ?
JimzRating: ?
Resale: ?

The Titan is unlocked by getting gold trophies in ALL of the game's special events. Probably the hardest of all secret cars to get...



Phantom

Acceleration: ?
Top Speed: ?
Braking: ?
Handling: ?
Overall: ?
JimzRating: ?
Resale: ?

Get the Phantom by receiving gold trophies in ALL of the game's tournaments. Looks like a cross between a Camaro and a Ferrari...



Landstrasse: Germany

Difficulty - Easy

A beginners track, Landstrasse is one of the fastest courses you'll acquire. When mirrored, you'll mainly use the same strategies (note that all turns will be opposite), with a few exceptions noted in the "Mirrored" sidebar to the left. This course offers an opportunity to straighten out turns, take shortcuts and generally race around like a *freak*.

Mirrored!

You'll want to be aware of the shortcuts (all the turns are actually flipped from rights to lefts, and vice versa). Make sure to take note of the Village Square as well. I always seem to get tied up underneath the tents somehow...













A — Shortcut #1 (.5 sec.)

Try cutting through the grass at the end of the main straight. You'll need to let off the throttle a bit.

B — Village Square

The key to getting through this turn is the approach. Use moderate speed, and jump on the throttle coming out of the turn, not into it.

C — Shortcut #2 (-1 sec.)

Another turn that's easier to take on the grass—just make sure not to spin the tires too much.

D — Death Turn

Probably the worst turn in the game, the best idea is to cut across the grass as sharp as possible without spinning.

E — The Tunnel

Beware of the "strategically placed" dividers inside the tunnel. Pick a side, and stay with it.

Route Adonf: France

Difficulty - Moderate/Hard

Definitely raising the skill level from the first track, Route Adonf is actually one of the harder tracks in the game. Slower cars will have an easier time here because of the amount of tricky turns (unless, of course, you think you can handle those high-powered cars...) and weird obstacles. When going through town, you really should slow down (a lot) to prevent crashing.

Backward!

You absolutely must use the nasty shortcut at the very beginning of the track (the little arch off to the left). Trying to slow down and take the wide angle will definitely add time to your lap. Also, extra care is needed when exiting the town.













A — The Archway

To maximize speed through the arch, hug the right side of the track as much as possible without slipping onto the grass.

B — The Lavender Forest

It's all about the entry angle when hitting this series of turns. There's one tricky split right in the middle of the forest, so pull left as hard as you can when coming out.

! — Up on the Curbs

The curbs are definitely fair game, but I'd steer clear of them. The bumps tend to cause uncontrollable spinning. Spinning=*bad*.

D — Build That Speed!

The best place on the track to make up lost time, you should prepare to go **flat out** until the next *sharp* turn on the map. Get a good racing line, and stay off the grass.

E — Use It? (-1 sec.)

I'm not sure whether to recommend using or avoiding this one. It's very narrow, and the likelihood of making it through without scraping the wall is very slim.

Backward!

It almost seems like this track wasn't designed to be raced backward at all. You'll need to incorporate a much lower speed throughout most of the track to compensate for the awkward turns you'll be taking. Try avoiding the trees by cutting the turns earlier than usual.

Kindiak Park: Canada

Difficulty - Hard

Getting into the more advanced tracks, Kindiak Park can be one of trickiest races in the game. There are actually a lot of opportunities to really build up some speed. Faster cars will have difficulty here, as the angles sloping on the side of the track make for easy spin outs. The grass won't hinder your speed, but it will spin you around a bit if you get too aggressive.













A Grassy Knolls...

It's OK to use the grassy knolls (not *Gnolls*...) as track if you take this series of turns a little too fast.

B Sir Speedy

You can actually make it through this entire backstretch **flat out**, if you smooth out the first three little curves into the straight.

C Watch That Rail!

This turn is notorious for screwing up your otherwise perfect lap. Keep the speed under 100 m.p.h. to be safe.

D Make Good Shifts...

This begins the fastest part of the course, so make sure to get a good run on it by building up speed through the previous sharp turn.

! The Damage Factor

Every time you scrape a wall, ding a fender or hit anything out on the course itself, it'll cost ya. Smashing a McLaren's gonna cost you a bit more than a Camaro...

Backward!

This track can be a hassle backward, as all of the turns are definitely set up for one-way runs. You'll need to slow down your speeds considerably at both tunnels, and also cut extra sharp at the "Death Turn." Computer cars seem to run flawless either way, so you'll definitely have to step it up a bit.

Durham Road: Britain

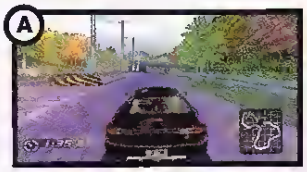
Difficulty - Easy

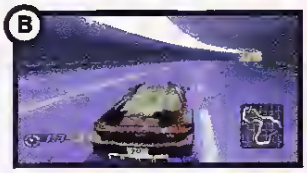
This track is racer-friendly. Offering one main track, with multiple variants of the path you take. There are a few spots where the track splits into two parts, with a divider in the middle. I prefer to switch between them when the situation occurs (meaning that if there's a lot of traffic on one side, I'll go the other way). Use common sense to steer clear of traffic.













A The First Split

I prefer to sway in between the dividers as necessary. Go with the inertia of the car, don't fight it.

B The Tunnel

Turn early and you can make it through the tunnel at full throttle with no scrappage.

C Stay on the Ground

Flying around like a spaceship is a big *no-no* when you're racing. Let off the throttle as you approach the crest of the hill to prevent this.

! Death Turn #2

Not quite as bad as the turn on Landstrasse, this one needs to be taken under 80 MPH if you don't wanna crash.

? Oh man...

Make a hard right before the tunnel, or you'll lose eight seconds trying to peel your car off the wall.

Backward!

Unfortunately, the main straight won't be quite so "insane" because you'll be starting from the opposite end. Take it slow, remembering that you'll make twice as sharp of a turn afterward. The double tree shortcut still works though!

Celtic Ruins: Scotland

Difficulty - Easy

My favorite track, the Celtic Ruins is the best track for **ultrahigh speeds** and sneaky little shortcuts. When in heavy traffic, this course really shines with ease. A large majority of the track is wider than usual, meaning you should be able to use the fastest cars in your garage with little or no worries about wiping out.













A Shortcut! (– 4 sec.)

This one works especially well in heavy traffic. Veer off to the left a little, and shoot right through these two trees!

B Johnny McSwift

If you want to test out the top speed of any given car, this is where you'll do it. The track is ultrawide, and staying in the dirt won't affect your speed at all.

C How Fast is Too Fast?

Make sure to slow down coming out of the ultrawide straight. If you don't, you'll have one hefty repair bill to deal with.

D Up on the Curbs

Again, the curbs are OK to use for emergencies. Your car becomes somewhat uncontrollable though, so be cautious...

! Zoiks!

Trees make for excellent obstacles. Just try to keep your grill from being inverted by them...

Backward!

You absolutely must use the side path by the infamous "Rock." Coming into that turn from the back is a whole different ball game, so go even slower (like under 70) to make it a successful turn. The "Round the Fins" shortcut doesn't work at all, so try to make up lost time somewhere else...

Dolphin Cove: U.S.A.

Difficulty - Moderate

I'm not sure whether to love it or hate it, but regardless, it's still a rockin' course. The computer AI on this course is stunning, always managing to take each turn almost perfect. **Try to stay out of traffic on this course**—the track can get pretty thin throughout. The only shortcut is located at the start of the race, meaning you can only hit it on lap 2.













A "Round the fins"

Ever wonder why that extra track is beside those dolphin statues? It's there to maximize your speed when coming around that corner.

B Need for Speed

After this hairpin, it's time to let loose for the track's only good straight. All throttle, no bottle...

! The Rock...

Ugh. I hate this thing, and that's exactly why they put it here. Take the turn with a little slide, and keep it under 80 m.p.h. while you're at it.

D Travel the Forest

It's really tough to judge where the turns are coming in here, so use the grassy curbs as "extra track" if you need it.

E Damn Hairpin!

A terrible turn, you should be at no more that 80 m.p.h or so to take it correctly. Stay high coming in, and turn early since it's literally about 180 degrees.

Backward!

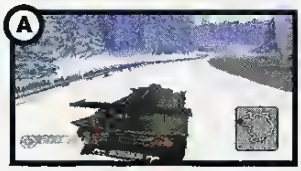
This track isn't much harder backward (thank goodness), but some of the turns are awkwardly angled, so you might need some time to readjust to the scheme of things. Make a bad mistake here, and you probably won't catching up very easily.

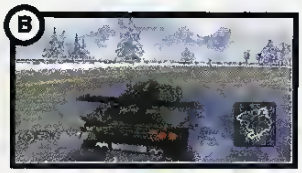
Snowy Ridge: U.S.A.

Difficulty - Very Hard

Probably the hardest track besides the "raceway" class, this track is extremely slow with lots of funky turns and snow-lined hills. Note that the snow is slippery, but not unless you start riding in it. The infamous "S-Curve" needs to be taken at extremely slow speeds, and there are no spots on this course to "open up" any of the cars.













A The "S-Curve"
One of the hardest series of turns to make in the entire game, you need to slow down to 20 m.p.h. If you don't want to eat the guard rails.

B Another Bad Corner
This track is filled with 'em, so you better get used to sliding through the turns early and at slower speeds.

C Ice Watch
You can just barely see it on the sides of the road, but it sure feels like ice whenever I go around this turn at a decent speed.

! Don't Do That!
This is what happens when your tires just graze the snow. A little too much power and you'll be spinning. Ouch...

? Make Up Time?
This track doesn't offer many chances, so don't make mistakes. If you do, your only chance is to speed through the tunnels as fast as possible (I hit 140).

The Raceways: U.S.A.

Difficulty - Hard/Very Hard

You'll only to be able to race on these with all your cars after you acquire the gold trophy in the GT Racing Competition. Otherwise, you'll only be using the McLaren or the CLK-GTR. All three tracks are tough, with lots of twists and turns designed to keep you on edge. Also be aware that you'll have to do four laps instead of the traditional two.

Raceway 1



❶ **Raceway #1:** The longest of the three, you'll want to use your brakes A LOT as you enter the turns. If you don't, you'll surely get smoked.

❷ **Raceway #2:** The easiest of the bunch, with easier turns and less overall speed. You don't need to race perfect to win, but darn close ..

❸ **Raceway #3:** Yikes. This track is HARD. Forget about even trying to win if you aren't first in the points standings. It's imperative that you get the number-one slot to obtain a good early lead on the computer.

Raceway 2

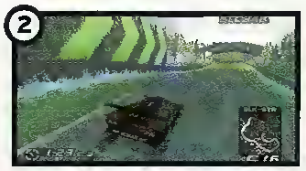


Raceway 3

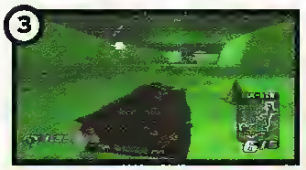




This track is extremely long, so you'll have a chance to make up time.



It's easy to get up in the walls on this track, so "slow it down!"



Watch the dividers in the tunnel, as the slightest mistake will cost you.

GEX 3

Deep Cover Gecko

Complete Item Location Guide

XG Strategy
by Andrew Baran

The manic game programmers over at Crystal Dynamics have outdone themselves again with their latest game in the Gex series. The most recent changes to the game make it comparable to other 3D platformers such as Banjo-Kazooie. Why? Because there is so much stuff to hunt for. Obvious extra lives and power-ups aside, the average level will have 17 objects to seek out and find. Gex 3 is a massive scavenger hunt that will take even the most diligent gamer about a week to find everything.

The game's difficulty varies from level to level, but the amount of camera-related deaths are significantly down from the last game. The levels are a lot more open, so the camera is more forgiving. The enemy AI varies from annoyingly intelligent (those pesky enemies that run from you) to brain dead. A large part of the gameplay is identifying how to deal with each enemy. The learning curve isn't too high, if you've played the other Gexes to death. Yet, a novice gamer should be able to hop right in without much fuss.

One drawback in terms of challenge is the simple Bosses. Most players will probably beat them on the first time through. Look for the patterns, and you'll do just fine.

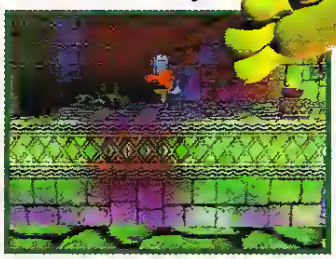
Gex 3 is a much more refined game compared to the previous ones in terms of more detailed secrets and puzzles. The sheer amount of items you have to find is ridiculous, but you certainly get your money's worth. This guide will reveal everything, in painstaking detail...

Database

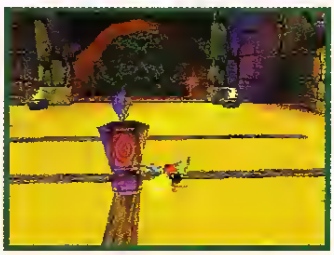
time to complete	30+ hours
challenge	moderate
best move	Tail Spring
hardest level	Mythology TV
coolest level	My Three Goons
better than Gex 2	yes
system	PlayStation
publisher	Eidos
developer	Crystal Dynamics

All the Right Moves: How Gex Plays

Maneuvering: Gex has a lot of moves he can pull off, and in order to find every secret in the game, he'll have to learn them all. Here's when to use each move:
1. Karate Kick This move, when done correctly, will propel Gex twice as far as a normal jump. You'll have to jump chasms this way.
2. Tail Spring When trying to jump onto a platform that's higher than your normal jump, a Tail Spring will get you past.

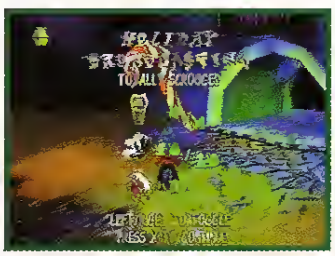


Fighting: In order to survive, you must know how to defeat each enemy. Here are the most effective ways to kill while minimizing your chances of getting hit.
1. Tail Whack Your basic attack, good for hitting fast-moving enemies.
2. Tail Spring The safest overall attack, is especially useful against flying enemies who are harder to hit otherwise.
3. Karate Kick Only use this against large enemies with projectiles.



Level Progression: Requirements

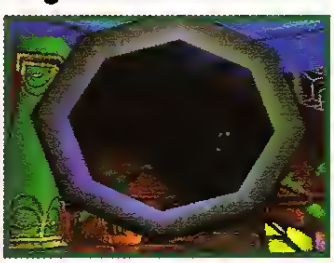
Earn your remotes: The key to beating Gex 3 the fastest lies within your ability to collect the Remotes.
Hub levels: There are four hub levels all the other levels connect to. Each one has a secret level. Hub levels will open up after you defeat each Boss.
Secret levels: Beat these as fast as you can to open up the vault.
Bonus levels: Will give you Vault codes and require Bonus Coins to use.
Basic levels: Accomplish the given tasks to earn the Remotes.



Keep track of your progress by checking out the Totals Menu.

New Gameplay: Looking Around

Use your eyes: You could always look around before, but this time you can unlock game secrets by standing in the right place and looking around. This is most important in and around the Mystery TV Level.
Always look around: With so many items to find, you would be insane not to look around. Just changing your perspective can do wonders if you're stuck in a particular level.



Never Worry About Dying: Easy 1-Up Loop

Stock up on lives: Whenever you're passing through the Mission Control hub, stop over at the display case. There is an extra life you can grab every time you enter this area.

Lives are never a real consideration in this game if you're smart. There are plenty of easy live loops throughout the game if you look hard enough.
Did you know? Some levels have 1-Ups hidden right at the start? Well, you can grab the life, then quit the level. When you come back in, you can get the life. Do this over and over for lots of lives.

Collectables List

Let the Hunt Begin! There are exactly 1,748 items you need to pick up before you get the best ending. Hope you have some free time on your hands. How do you take on this insurmountable task? Start by learning what you need, and what they do with this chart.

Flies: These are the most common items in the game. There are 100 per game level and hub. They are either laying about or hidden inside enemies. You will receive a 1-Up if you collect 50 of them in a given level. If you collect 100 you will earn a remote. You're going to have to work in order to grab all 1,500.

Paws: These are the second most common item. There are 10 in every game level and hub. They are pretty easy to see because they are bright green. For every 25 you collect, you will have another paw added to your lifebar total. If you want to survive the harder levels, collecting the paws is an absolute must.

Bonus Coins: The coins are not all that common, with only three hidden per level. The Bonus Coins are used to open up the bonus level. Each level has a requirement, and the number of coins you have must be met if you are able to play. Overall the Bonus Coins aren't all that important to the grand scheme.

Level Remote: These are the ultimate goal of the game. You will be awarded these depending on the missions of the various levels. Earning remotes will open more levels. Only by gathering all the remotes can you hope for the best Gex ending.

Non-essential items: There are Fly Boxes scattered about the levels. These will release a colored fly that will do one of four things.
1. Green: The most common, it will restore one paw's worth of health.
2. Magenta: This paw will give Gex an easy 1-Up.
3. Orange: The fly from this box will let you breath fire.
4. Blue: You can freeze enemies with this breath!

* Strategy done on a preliminary version and is subject to change

Mission Control: The Gex Cave

Remotes (Remotes Req. 1)

1. On Steps
2. Complete the Training Mission.

Paws

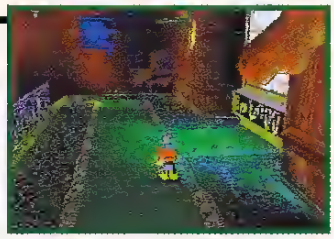
1. In glass display case
2. Floating over the center of the main room.
3. Found in the water of the Karate Kick Training Room
4. Behind the secret bookcase in the Clueless Room. Use Dracula costume.
5. On a ledge in the Clueless Room behind where you enter the room.
6. On right ledge of Tail Whack Training Room.
7. On the left ledge of the Tail Whack Training Room.
8. Found on the back left wall of the Jumping Training Room.
9. Found on the left wall of the Tail Bounce Training Room.
10. Found on the left wall.

Bonus Coins

1. Look in one of the display cases
2. On a ledge in the Clueless Room behind where you enter the room.
3. On a mound of snow to the left of the Holiday Broadcasting Level.



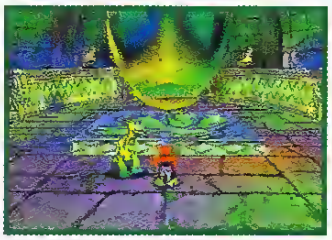
Finding the secret level: This first secret level is by far the hardest one to find. Where is it? In the main section of Mission Control, you will notice three massive computers. If you Tail Whack all three of them, a secret panel will flip around revealing the way to the new level. The secret levels let you play as the other characters that you might have saved!



Shape-shifting: Reaching the paw and the Bonus Coin in the Clueless area is nigh impossible to reach. However, there is an obscure secret in the room that can help you out. Stand in front of the Dracula picture and look right at it. This will transform you into a vampire, allowing you to glide to the items! Don't kid yourself. Getting these items is still a pain in the butt!



What's with the vault? By completing each of the secret levels, you will gain one part of the combination that unlocks the vault. The vault is the key to acquiring all of the cool cheats and secrets. You'll need codes though... **Where do I get the codes?** You'll receive a code for every Bonus Game you win. Or...if you want to really cheat, check out the last page of this guide.



The training grounds: Unlike most games, the Training area of Gex 3 is really important. While the controls and gameplay are relatively easy to learn, the real reason to train is to collect an extra remote as well as a ton of paws. The training grounds will teach you how to attack, jump and maneuver. Pretty much all the skills you need to conquer this game.

Map Key

1. Training Grounds
2. Holiday Broadcasting
3. Bonus Game
4. Mystery TV
5. Bonus Game
6. Entrance to Lake Flaccid
7. Entrance to Slappy Valley
8. Entrance to Funky Town
9. The Vault
10. Secret Level

Paw

Bonus Coin

Level Entrance



Holiday Broadcasting: Totally Scrooged

Remotes (Remotes Req. 1)

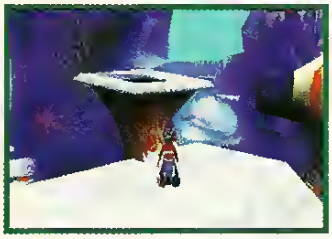
1. Create five ice sculptures.
2. Whack the snowboarding elves.
3. Defeat the Evil Santa.
4. Collect 100 Fly pick-ups.

Paws

1. Found on the right side of the waterfall.
2. Kill the first ice skating elf. Paw will appear on Santa's sleigh.
3. Found right in front of the evil Santa.
4. On the snowboarding section of the level.
5. Also found on the snowboarding section.
6. Found atop one of the houses.
7. In the room with the water, look in water itself.
8. In the room with the water, look in water itself.
9. In the room with the water, down the right-side passage.
10. In the room with the water, behind the bushes near where you enter.

Bonus Coins

1. Found down the center chimney.
2. Kill the two skating elves to melt the ice with the coin.
3. Snowboard through all the poles to get a hidden coin.



The chimney: If you pride yourself on noticing small details, you will probably have noticed that one of the chimneys does not have smoke coming out of it. This means you can enter inside of it, Santa style. Inside there is a Bonus Coin and some flies. You can reach the roof of this building with a well-placed Karate Kick from the nearby ledge. This game's loaded with secrets like this one.



Finding the ice sculptures: Whipping all the ice sculptures will earn a remote.
1. Behind the red house, next to the yellow-snowed Gex name.
2. On top of the house with the unlit fireplace. Don't slip!
3. Near the pool with the two penguins.
4. At the top of the icy waterfall.
5. Next to a Health Fly box on the left-side area by the ice flats.



Fighting Evil Santa: Evil Santa will attempt to peg you from a distance with Christmas presents. The key to beating him is to Tail Whack them back at him. Three or four hits will be all it takes to send him to the grave. What makes defeating him difficult is the timing. Try swinging when the present is about halfway across the chasm and you should hit it pretty square-on.



Missing a few flies? The toy soldiers contain a number of flies. Simply Tail Whack them and they'll spit out a fly. Keep on hitting them until they stop. The same thing goes for the mailboxes. They'll give up quite a few flies before dropping. If you're missing just one or two flies, remember to chase down those annoying penguins. It's easy to miss one of those little buggers.

Mystery TV: Clueless in Seattle

Remotes (Remotes Req. 3)

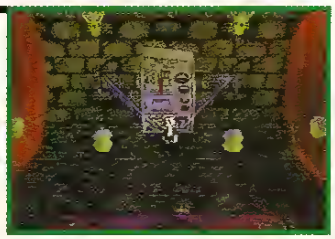
1. Survive the Hedgemaze.
2. Break the three Blood Coolers, again!
3. Find and beat the three minigames.
4. Collect 100 Fly pick-ups.

Paws

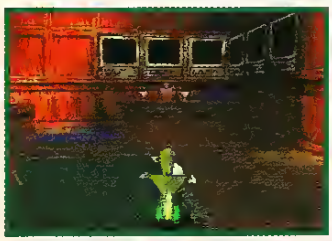
1. Whack all the TVs above the bar to reveal a secret passage.
2. In the same room as the bar, there is a paw in the corner.
3. There's a paw in the wine cellar.
4. Found in the maze.
5. Also found in the maze.
6. In the main room, hit the bust to make the paw appear on the narrow walkway.
7. On top of the crate in the center of the kitchen.
8. Found in the Sink minigame.
9. Found by the side of the pool.
10. In the maze as well.

Bonus Coins

1. Win the coin in the Bubble Burst minigame.
2. Win the coin in the Fleas on the Dog minigame.
3. Win the coin in the Pool Ball Bash minigame.



Reaching the Blood Coolers: Seemingly simple to get (they're in the room you start out in), the Blood Coolers will take some work to smash. First you must head to the hedgemaze and Tail Whack the bust inside. This will open up a secret passageway in the library. In the passage is a device that will turn you into a vampire. With your newfound powers, you can glide to the Coolers.

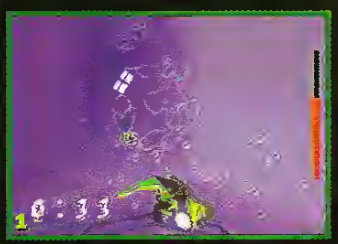


The secret passage: In the room with the bar and the pool table, you will find a secret passage behind the picture. The way you open it is deviously hidden. Behind the bar there are six television sets. Whip each one until they're all showing static. This will flip the picture in the room open. There's some choice items in there you can grab.



Surviving the Hedgemaze: Bears and hunters roam the maze looking for a gecko such as yourself to kill. Fortunately there are enough health boxes about that getting hit really isn't a problem as long as you keep moving. Karate Kicks are an ideal way to take out the hunters before they can shoot. If you don't know where you're at, use the map on the left to determine where you are. Each section of the maze is lit by colored lights, so you can use these to identify exactly where you are.

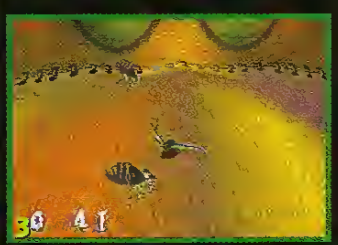
Clueless Level Minigames



Bubble Burst: Difficult
Where found: Kitchen
How to win: Dive into the water and Tail Whack three bubbles before coming back up for air. Any more than that, and you'll risk drowning. Only dive down once, because time is extremely limited. The hardest part is trying to grab the bonus coin which is suspended over the water.



Pool Ball Bash: Easy
Where found: The Bar Room
How to win: Get a running start and use Karate Kicks to destroy the pool balls. Always go for the closest ball, and keep to the series. This way, when you destroy all the balls, you won't be too far from the Bonus Coin when it appears. This is also a good way to practice your kicks.



Fleas on the Dog: Medium
Where found: The Library
How to win: The hardest part of this minigame is to get to the Bonus Coin before time runs out. Finding the fleas on top of the dog's head is a little tough. Use your Tail Spring to launch yourself up there at the low spot right by his eyes. Time is your worst enemy here.

* Strategy done on a preliminary version and is subject to change

Lake Flaccid

Remotes

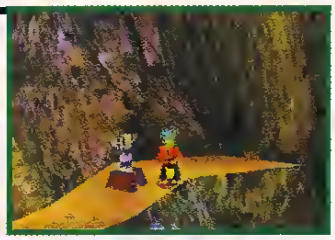
1. Collect 100 Fly pick-ups.

Paws

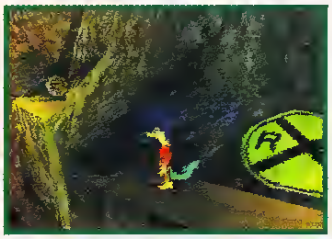
1. Tail Whack the sandcastle by the entrance.
2. Tail Whack the sand castle on the far side of the beach.
3. Jump on top of the floating tire.
4. Use the turtle's boat to reach the paw that's floating over the water.
5. On the right side of the Hotdog Hill entrance.
6. On the left side of the Hotdog Hill entrance.
7. On top of the Oil Drill.
8. On top of the entrance leading to the Secret Akuji level.
9. On top of the massive pirate ship that houses the Buccaneer level.
10. Underneath the teeter-tottering bridge sections.

Bonus Coins

1. Up high on the back wall. Use the lounge chair to bounce to it.
2. On a ledge to the left of the Western Channel entrance.
3. On a ledge right on top of the entrance to the Western Channel.

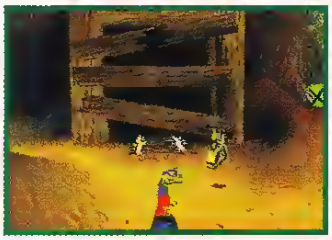


Triggering the TNT: Hidden atop a ledge on the far right of the Western Level is a trigger. If you hit it, you will hear an explosion, but there will not be a cinema showing an effect. What that blast did was clear a passageway inside the mine leading to the Western bonus game. There are plenty of enemies here, so if you're missing some flies, be sure to come here!

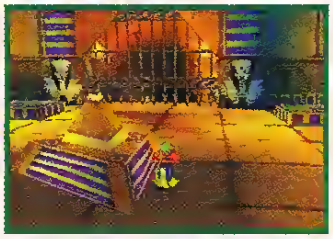


Items in hard-to-reach places: Some of the items in this level are pretty hard to reach. The Bonus Coins, for example, require you to bounce across difficult terrain to reach them.

The items hovering over the water are tough to grab, but you'll notice that your turtle friend is rowing a boat around the lake. You can use his boat as a platform to leap off of.



Finding the secret level: Finding this level isn't all that tricky. Look on the map below for its exact location. When you get to it, it will look like a boarded-up mine. If you Tail Whack the boards, they will fall apart leading the way to this not-so-secret level. Assuming that you've defeated the first secret level, you only have two more to beat before you open the Vault!



Opening the Egyptian Bonus Level: There is a heavy gate barring the way to the bonus game inside the pyramid. Opening it is fairly simple. First, kill that pesky spider droid. It's a distraction best dealt with early. Next you'll notice four tiles inset into the floor. Tail Spring on each of them and the gate will open. See, now was it all that hard?



Opening the Buccaneer Bonus Level: OK, remember the fun you had trying to reach the items outside the Clueless Level? Tough, eh? That's nothing compared to the jumping skill you will have to exercise when you try to leap to the switch that opens the way to the bonus game. Run down the slanted ship and do a Karate Kick. If your timing and aim is perfect, you'll land on the ledge.



Missing a few flies? There are palm trees lining this whole hub level. The reason they're so plentiful is because they contain flies for Gex to find. Merely whack them with your tail to knock them free.

Don't forget to check all the treasure chests and to look on top on the waterfall. Sometimes it's the most obvious places you overlook.

Map Key

1. Tut TV
2. Bonus Game
3. Army Channel
4. Bonus Game
5. Buccaneer Program
6. Bonus Game
7. Western Station
8. Bonus Game
9. Secret Level
10. The Boss

Paw

Bonus Coin

Level Entrance



Tut TV: Holy Moses!

Remotes (Remotes Req. 5)

1. Recover the three Staffs of Ra.
2. Release the spirits from the three Lost Arks.
3. Ride the camel to the ancient temple.
4. Collect 100 Fly pick-ups.

Paws

1. Look for the first paw in the far-left end of the main corridor.
2. Look inside of the waterfall behind the first Staff of Ra.
3. Ride the elevator to find another paw by the first Lost Ark.
4. There's a paw behind the giant spider in the second area.
5. In the room where the Staff of Ra is, there is a single paw to grab.
6. In the room of the rotating platforms, right after the camel.
7. Also in the room of the rotating platforms, right after the camel.
8. Look right by the second Lost Ark.
9. This one is right at the entrance to the Staff of Ra exit.
10. This one is right at the entrance to the Staff of Ra exit.

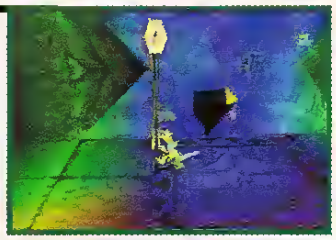
Bonus Coins

1. Find the first coin down the first right-hand passage. Look behind the water.
2. In the room with the scarab and the elevator.
3. In the room where the staff's glowing, there is a single coin to grab.

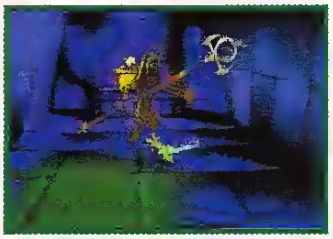


The giant spider and other dangers: This level holds a lot of instant deaths. First, the sand in this level is very hot and it will kill you if you touch it. Time your jumps when trying for a platform, and don't overcompensate when it starts to jiggle a bit.

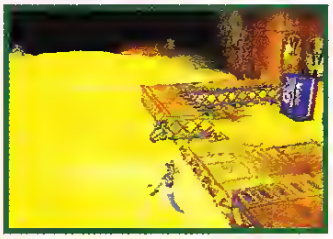
To kill the spider, eat the fly that's nearby for the ability to shoot fire. Char that baby, and platforms will appear.



Finding the three Staffs of Ra: To earn a remote you'll have to find them all.
1. Defeat the mummy down the first right passageway of the main corridor.
2. In the Staff of Ra Room, climb the wall to reach the second mummy.
3. In the hall of stretching faces, walk into a crack on the left side of the wall. Defeat the mummy inside for the final Staff of Ra.



Finding the three Lost Arks: To earn a remote you'll have to find them all as well as defeat their guardian.
1. Defeat Anubis found just past the elevator on the main corridor's left side.
2. Found at the top of the Staff of Ra room. Defeat Anubis once again.
3. The final Ark lies at the end of the hall of stretching faces. Once you have defeated Anubis the exit will appear.



A one-way trip: If you're trying to collect all the flies, do not cross the desert with the camel unless you are absolutely certain you've gotten all the flies up to that point. Once you enter the room beyond the desert, you cannot go back. If you try, the hot desert sand will kill you quickly. For a quick check, this area has six flies. Only head here if you need exactly that many.

Army Channel: War is Heck

Remotes (Remotes Req. 7)

1. Shoot the searchlights, whack five tents.
2. Destroy the city, and find five secret bug crates.
3. Survive the maze, steal the secret plans.
4. Collect 100 Fly pick-ups.

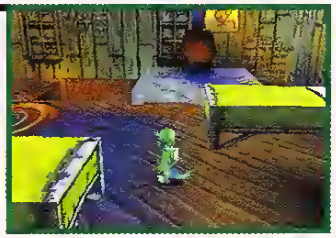
Paws

1. Right on front area of the combat maze.
2. In a trench in the combat maze.
3. In a building you must blow up with the tank.
4. In a building you must blow up with the tank.
5. In a building you must blow up with the tank.
6. In a building you must blow up with the tank.
7. Found in the maze right near the checkpoint.
8. Found in the command bunker on the right.
9. Found in the command bunker on the left.
10. In the tunnels.

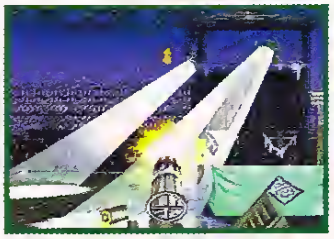
Bonus Coins

1. On the top of the maze obstacle.
2. In the tunnels.
3. In a building you must blow up with the tank.

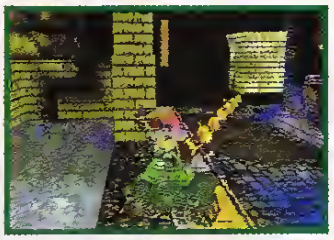




The secret tunnel: Right underneath the first bunkhouse is a hidden series of tunnels. Find it by looking under the oven that's right past the bunks. In these narrow corridors you will find a paw, a Bonus Coin and some flies. If you are missing some flies, head over to the bunkhouse. The odds are that you've passed up this wholly unremarkable building.



Shooting out the searchlights: There are searchlights throughout the level, and if you're spotted by them, you will get blasted. The solution is to shoot out the searchlights. Whenever you encounter them, look around for a machine gun emplacement. Hop right on, and you'll be spraying out enough lead to scare the NRA. Don't worry about ammo, just keep shooting.



Driving the tank and winning: The entrance to the tank simulation city is to open the gates found between the first two searchlights. Just press on the gate and it will open.

Keep on shooting: Controlling the tank is a little tricky, but a lot of fun. The whole point is to destroy all the buildings and smash all the Secret Bug Crates (?). Keep firing constantly and you will be sure to find any weak points in the buildings.

This part of the level has plenty of goodies for you to pick up. In fact, there are four paws for you to nab here! Just for destroying the buildings.

Getting the remote: The first building you come across in this area has a section that blows out on its left side. If you look carefully, you'll notice there is a tire placed inconspicuously in a hollowed-out section. Use the tire to bounce to the top once you've destroyed all the Secret Bug Crates.



Use the tire to bounce up to the exit remote on the first building.

* Strategy done on a preliminary version and is subject to change

Western Station: The Organ Trail

Remotes (Remotes Req. 9)

1. Visit the world's largest mound of poop.
2. Collect a Full House.
3. Climb the mountain.
4. Collect 100 Fly pick-ups.

Paws

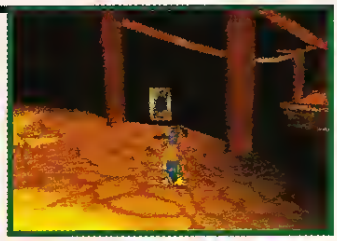
1. There is a paw between two cactuses where you first see scorpions.
2. There's a paw on the second rise you need a burro for.
3. Just inside the entrance of the mine.
4. Look right after the tracks inside the mine.
5. There's a paw carefully hidden behind the fire in the Wyatt Upchuck building.
6. You'll find this paw at the burro rental shop at the top of the level.
7. There's a paw atop the Wyatt Upchuck building.
9. On the mine car tracks above the first cactus pit.
10. Also on the mine car tracks above the first cactus pit.

Bonus Coins

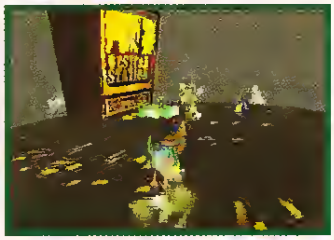
1. There's a Coin atop the Wyatt Upchuck building.
2. On the mine car tracks above the first cactus pit.
3. Next to the Full House exit.



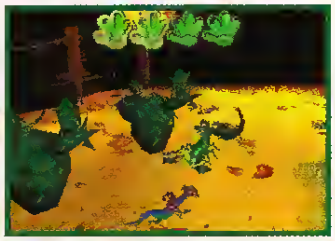
Riding the burro: The annoying little burro is essential to collecting the remotes on this level. "Why do I have to take the obnoxious braying animal?" you're probably asking yourself. The answer is simple. He can climb up hills and you can't. You can really screw yourself if you jump off him while high up, because you won't be able to get back to him.



Where are the cards?: Collecting all five can be rough.
1. Right in front of the poop trolley.
2. Inside the mine, at the center.
3. In the Wyatt Urpchuck tomb.
4. Inside the second tomb.
5. The last one's kind of tough to get. Fall from the waterfall where you hit the switch. With luck you'll land on a minecar track. The card is on the track.



Climbing the Poop Mound: The Poop Mound remote is by far the simplest. When you come to the first trolley (it has a card in front of it) hop on. You'll have to make a couple of semi-tricky jumps to reach the stinking poop ball. Circle around it using Tall Springs to get higher, and eventually you'll reach the top of it. As expected, there are a lot of flies to collect here.



Still missing a few flies? In order to get all the Fly pick-ups on this level, you will have to occasionally dismount from the donkey and attack some of the enemies. The scorpions are much easier to kill this way, and the gunmen must be Tail Whacked. Tracking down all the chickens is another must. Make sure you break all the chicken crates in the level when collecting flies.

Buccaneer Program: Cutcheese Island

Remotes (Remotes Req. 11)

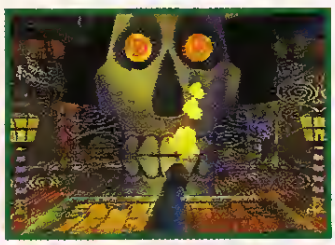
1. Survive the Wall of Death.
2. Sink four pirate ships.
3. Zip on down to the TV.
4. Collect 100 Fly pick-ups.

Paws

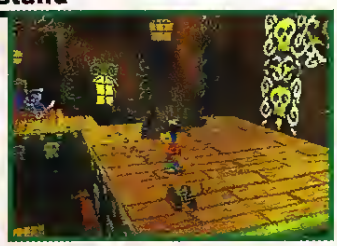
1. Use the barrel right at the beginning to reach the paw on the crate.
2. Look to the right of the skull whose eyes you shot out.
3. Above the first area, Tail Whack the crank to be able to reach another paw.
4. Find a paw above the second floor door above the start.
5. Find another paw in the first hole in the Room of Death.
6. Look in front of the first level exit.
7. Look in the crow's nest between two swinging barrels.
8. This one's right below the one in the crow's nest.
9. On the poop deck right after where you push a barrel.
10. Look on the mast.

Bonus Coins

1. Behind a barrel right at the start.
2. Look on the very back of the ship.
3. Also on the very back of the ship.

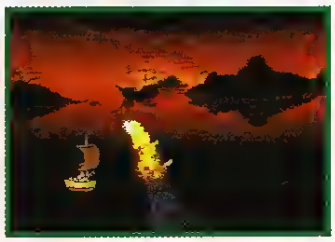


Navigating the first room: The first room is the toughest. First you'll want to hit the switch in the back to trigger the cannon. Shoot the skull's eyes out to open the way further. Climb to the second floor and Karate Kick your way to the checkpoint. Tail Whack the switches to create temporary planks. Use the planks as leaping points until you get to the swinging barrels. Use them to continue.

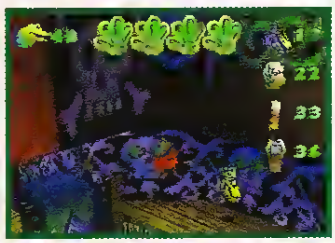


Fighting the skeletons: Do those pesky skeletons seem to block every attack you throw at them? The trick to killing them is a good Jump Kick.

In the first room, right at the exit leading to the Room of Death you'll find two pesky skeletons. To defeat them, look for a wall-climb texture on the right side of the room, and make your way to the platform. A cannon will drop down!



Sinking ships: In the lower galley of the ship there are four doors. Behind each one is a cannon and a window opening up to a fast-moving pirate ship. Each one takes about three direct hits to sink, and they get faster and faster. Try to lead with your shots, and you'll be able to blow them out of the water. Fire as much as you want, because you have an infinite number of shots.



Still missing a few flies? On the far-right side of the Room of Death, there is climbable surface. With proper timing (so the walls don't smash you), you can circle the room and collect a number of these easy-to-miss flies.

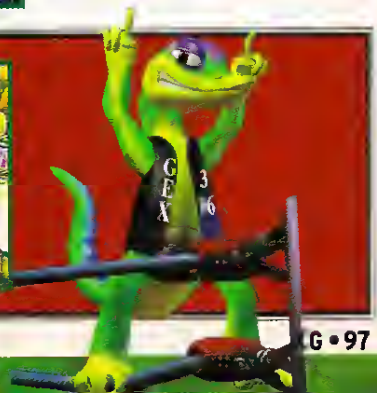
Still missing more? Don't forget to kill every skeleton and rat. They'll drop flies for you to pick up too. Always kill every enemy you see.

WWGex Wrestling Invasion of the Body Slammers

How to win with ease: The wrestler only attacks with two moves. The first is a jumping attack he will use to flatten you. If you side-step it, you can get in a hit on him. He will also try to nail you with a super-strong slap. By circling around him you can keep him re-orienting on you. Keep on using your tail while moving and he'll go down after four or five hits.







Slappy Valley

Remotes

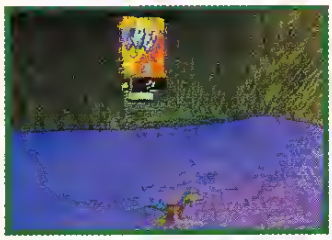
1. Collect 100 Fly pick-ups.

Paws

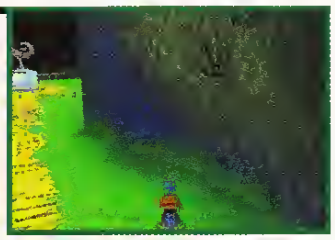
1. In the second area on the left side of the temple entrance.
2. Around the back temple entrance.
3. Around the back temple entrance.
4. Around the back temple entrance.
5. In the underwater section.
6. In the underwater section.
7. On the hill with footprints on it, right past the water.
8. On the second beanstalk leaf
9. In the anime area.
10. On a platform above the Fairytale Level entrance.

Bonus Coins

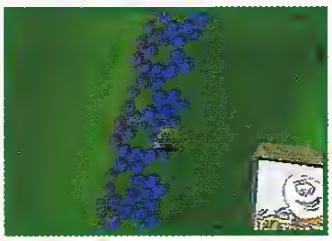
1. Found in a nook to the left of the start.
2. In the anime area.
3. In the underwater section.



Finding the secret level: The Slappy Valley secret level is surprisingly easy to pass up. Enter the earthy passageway that leads to the beanstalk. Stop when you get to the watery section and look to your left. You will see the secret level tucked away in a nook. This is one of the harder secret levels to find. A thorough search of this level will reveal a Clacker board. Can you find it?



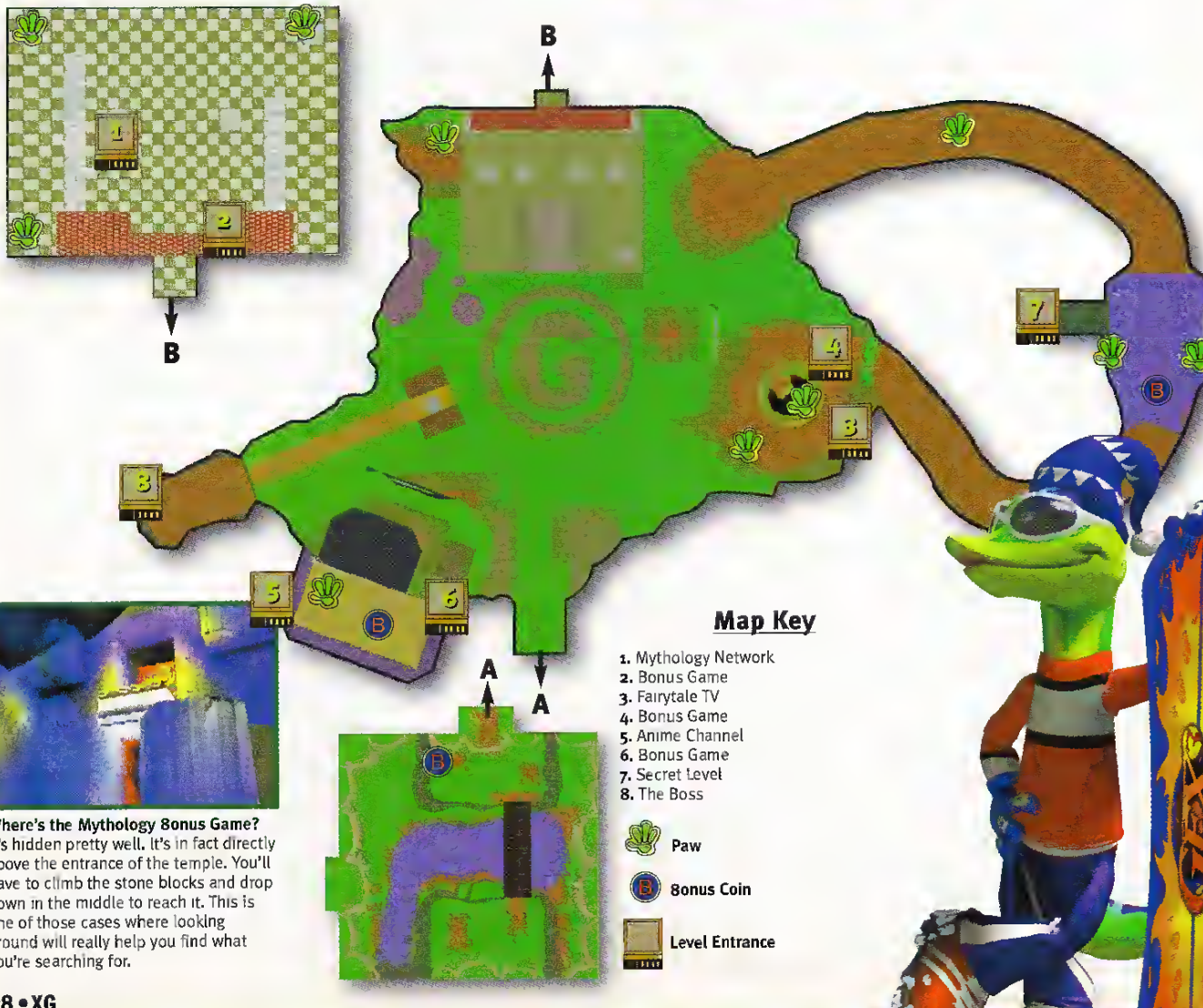
How to reach the Anime Level: Reaching the area behind the glass may seem tricky, but really, it's not. Near the Lizard of Oz Boss entrance there is a section of wall that has gecko feet on it. You can climb this surface to reach the area above the Anime Level. If you follow the path, you will come across a strange silver cup. Stand in it, and you'll teleport to the inside of the glass area.



Hidden in the beanstalk: If you look to the left of the Fairytale entrance, you'll see a bunch of blue beads leading upward. These are in fact a climbable surface Gex can use to find a paw and the entrance to a bonus game.
A good rule of thumb is whenever you enter a suspicious place, look around to see what you can and cannot climb on. This is important for any level.



Finding all the flies: The most annoying part of finding all the flies in Slappy Valley is smacking all the bunnies that are hopping about. They will drop a couple of flies if you keep whacking them. The problem is that you have to chase them, and it's easy to get confused as to which bunnies you've hit already. Try to segregate them from each other, then whack away.



Where's the Mythology Bonus Game? It's hidden pretty well. It's in fact directly above the entrance of the temple. You'll have to climb the stone blocks and drop down in the middle to reach it. This is one of those cases where looking around will really help you find what you're searching for.

Mythology Network: Unsolved Mythstories

Remotes (Remotes Req. 13)

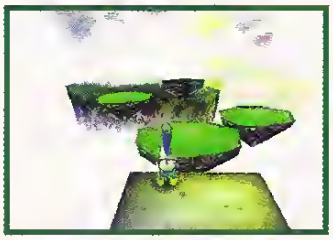
1. Break the arms off five statues.
2. Collect three golden apples.
3. Find the TV at the end of the rainbow.
4. Collect 100 Fly pick-ups.

Paws

1. In the clouds just past the checkpoint.
2. Across a jump right after the checkpoint.
3. On the first aqueduct.
4. On a mesa in front of the waterfall. Freeze a skeleton to reach it.
5. On the second aqueduct, near the strength pillar
6. Just past the second aqueduct atop a pillar.
7. In the clouds below the second aqueduct area.
8. In the second temple by the falling platforms.
9. By the rainbow exit.
10. Also by the rainbow exit.

Bonus Coins

1. On the first aqueduct.
2. On the second aqueduct.
3. By the third temple.

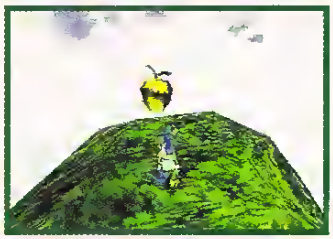


How do I time those platforms? There are two patterns you must learn. These can be annoying because you can only stand on them for a second or two. When they are moving from side to side, start your jumping when they are farthest apart. When they are moving in a circular pattern, wait to leap onto the last one, so that in the time it takes you to jump, it will be in position.

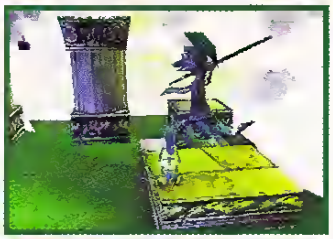


The Strength Pillar Puzzles: The first place you'll get stuck is where you first come across a skeleton. Freeze him and use the block of ice as a platform to reach the strength pillar. Now quickly hop to the next cloud and dash apart those pillars.

The next place involves you pushing a large pedestal in a maze while trying to keep it from falling into a pit.



Where are the three Golden Apples?: Each of the Golden Apples is in trees. The hardest to reach is the second apple. Right before the first aqueduct you'll see a Fly Box that allows you to freeze opponents. You'll have to nab the box, cross the waterfall and freeze a skeleton in a very limited amount of time. The time constraints of this level are just brutal. Better practice your jumping.



The five statues: To nail all five of the statues, you must follow a simple path. Follow the level where it takes you until you reach the aqueduct. This will take you back to near the beginning of the level. Remember that large temple you passed? Use your Herculean strength to break the pillars and reach the exit inside. This is the easiest remote to get in this level.

Fairytales TV: Red Riding in the Hood

Remotes (Remotes Req. 16)

1. Climb the beanstalk.
2. Destroy the Three Little Pigs' houses.
3. Jump over the three candlesticks.
4. Collect 100 Fly pick-ups.

Paws

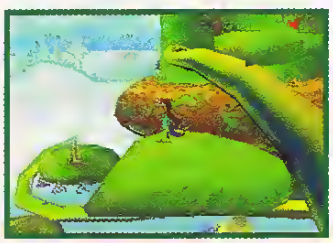
1. Right behind where you start.
2. In the air, you must jump off the fourth beanstalk leaf.
3. Atop the second purple bouncy leaf.
4. On a leaf near the first checkpoint.
5. Also on a leaf near the first checkpoint.
6. Yet another on a leaf near the first checkpoint.
7. On a leaf near the large purple climbing section.
8. Floating in the air past the last magic mirror.
9. Above a bouncing leaf right next to the second pig house
10. On a leaf right after the checkpoint past the third pig house.

Bonus Coins

1. Use the first mirror to trigger its appearance.
2. Use the third mirror to trigger its appearance.
3. Use the fifth mirror to trigger its appearance.

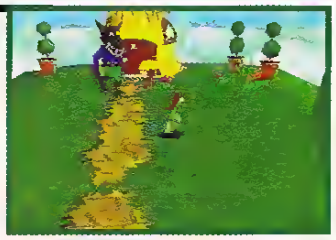


Hard-to-reach spots: Ahead of you will be some impossible jumps to make. Karate Kicking will not get you there. However, Gex has a special ability on this level that allows him to glide tremendous distances. Use the gliding to make sure you land securely on each leaf. One fall is all it takes to bring you back to the bottom. The glide prevents this level from being frustrating.



Where are the three candlesticks? The first part of the beanstalk has three lit candles for you to whack. They are on oddly placed leaves, so you'll have to glide in order to reach them.

1. Just above the narrow (gnawed?) section of the beanstalk
2. Just under the first orange vine
3. A little past the second magic mirror teleportation site

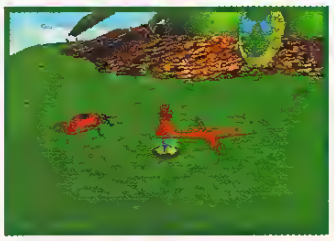


Where are the three Little Pig's Houses? The little pigs must be destroyed! Here's the directions on how to find them:

1. The house of straw is just beyond the bridge near the beginning.
2. The house of wood is to the left of the rest area. Look for another bridge and glide toward it.
3. The house of brick is right before the final section of vine.



Reaching the top: If you get high enough into the beanstalk, you'll get to a point where it will seem as if you can go no further. Look carefully into the distance and see if you can spot a lonely leaf amidst the mist. Glide to it, and you should be able to see purple leaves leading upward as well as the bridge leading to the last of the Little Pigs' houses. You're almost to the top!



Magic mirrors: Throughout the level you will come across the mirrors. They have two effects. The first will create a limited period of time with which to collect a Bonus Coin. The second is far more useful. If you fall to the bottom, they act as a sort of teleporter to bring you back up. Without these things, you'd be pulling your hair out. Always trigger the latest mirror.



Missing some flies? This level has the flies placed in oddball places like the thin vines that circle the large beanstalk. For the most part, walking on them is suicidal, so be prepared to glide if you lose your footing.

At the very top of this level there is a massive chair that has a lot of flies on the upper rungs. You should use a purple leaf to bounce, then glide there.

* Strategy done on a preliminary version and is subject to change

ANIME CHANNEL: When Sushi Goes Bad

Remotes (Remotes Req. 10)

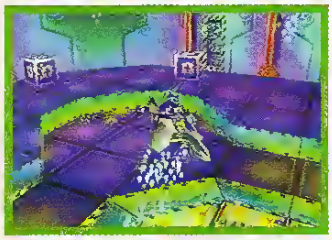
1. Demolish the three Protoculture Tubes.
2. Deactivate the planet destroyer.
3. Find and destroy the five rogue mechs.
4. Collect 100 Fly pick-ups.

Paws

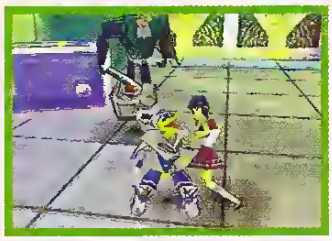
1. The first paw is underwater near the first three rogue mechs.
2. This one is above the bubble lift next to the switch down the right door.
3. This one is on the grate elevator down past the right door.
4. Right next to the first Protoculture cell is another one.
5. Look next to the second Puracell down the back doorway.
6. On the back of the planet destroyer device.
7. On the catwalk by the destroyer device.
8. Behind planet destroyer control panel.
9. In a wall niche by the rogue robots.
10. In a wall niche by the rogue robots.

Bonus Coins

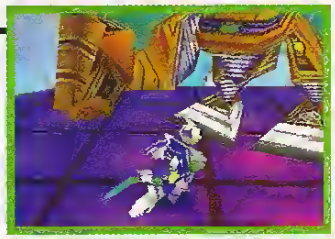
1. On the tip of the planet destroyer.
2. In a wall niche by the rogue robots.
3. In the center of the Protoculture Tubes, kill all enemies



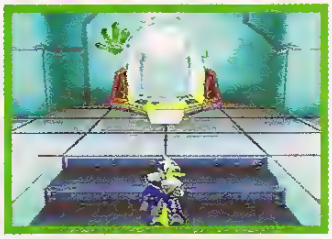
Using the hover platforms efficiently: Most of the transportation on this level requires you to use these. Step on them and you'll get tossed up. Switches or killing all the enemies in the room will turn them on. Once at the top, glide
Remember your Hover Jets: Since you are in a mech suit, Gex can glide with the R2 button. This is ideal for reaching places you normally cannot.



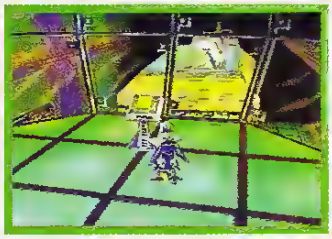
Fighting the anime enemies: This level has more combat than the others. You will face two very aggressive enemies: the Sailor Moon wanna-bes and the assault mechs. If you keep moving in a circular pattern around them (whacking with your tail the whole time), you keep striking them before they can harm you. The girls come out of the yellow doorways, so you can predict where they are.



Where are the five rogue mechs: They are in the room that has a large green floor. Kill the hovering droids and the green platform will turn on, allowing you to hover. Hover to the only area you can glide to. The first mechs are here. The last two are on higher platforms.
Defeating them: Use a Karate Kick to get in close. Then stand between their legs and start attacking. It's a safe spot.

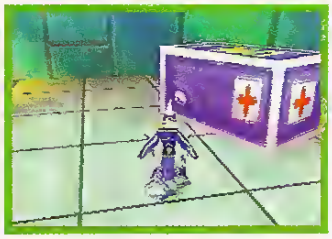


The Protoculture Tubes: The tubes are down separate hallways around a single circular room. You will have to defeat a number of enemies each time you wish a door to open. If you kill all the enemies (make sure you do) items will appear, such as Bonus Coins. There are five tubes that are hard to miss. This mission is the hardest for this world, simply because of all the battles.



Finding the Planet Destroyer: The path you take to the Planet Destroyer is quite simple. There are power cells you must Tail Whack to turn on. These will activate the elevators that will take you where you need to go.

To turn the Destroyer off, climb the grating that surrounds the device and hop onto the ledge past it. Turn off the forcefield and enter the control room.



Missing a few flies? Amidst all the crates and obstacles in this level, you're bound to miss the medical crates. All contain flies. Since there's a lot of them, you tend to mentally phase them out. Another easily bypassed source of flies are those little scurrying mouse-like droids. They will attempt to get out of your way, but give chase. They have between 1 or 2 flies on them.

Lizard of Oz Lions, Tigers and Gex

Lock & Load: In a twisted parody of the *Wizard of Oz*, you must defeat a floating apparition. This Boss attacks in waves. First, he will shoot homing rocks at you. They are fairly easy to dodge, if you keep moving. His second attack will be to spawn a spider droid near you. When he does this, a cannon will appear at one of the three grooved spots on the floor. Run to it as fast as you can and shoot the brain. Don't worry about the droid, it can't hurt you while you're on the cannon. Try to get a feel for how the cannon ball arcs, so you hit the "wizard" every single time.

This Boss will only require three or four hits before expiring. With him defeated, the next hub level, Funky Town, will open up via Mission Control. That is where you should be headed next.

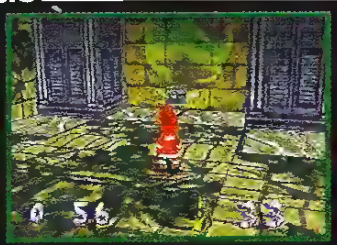




Secret Levels & Clackers



The Clackers: Three of the hidden levels have Clackers. These will give you special cinemas if you can find them. Here's how:
Cheesy Rider: Easy
This level gradually circles back around itself. Watch out for when you stand on the oil. You'll slide on it. This level has no Clacker.



Dial "A" For Arson: Moderate
At the first canopy Gex can bounce on there is a sign against the adjacent wall. Near the sign, there is a little hole in the wall Gex can bounce through. Inside the hole, there is a secret room with the Clacker. Remember that in order to see the cinema, you must complete the level as well, so don't dawdle.



Braveheartless: Hard
You must collect the Fire TV power-up, find the golden statue of Gex, and shoot a fireball at the statue. If you hit the statue, you'll see it start to burn and a very translucent bridge will appear leading across to the statue. Take the bridge and you will see the Clacker.



The Abyssmal: Hard
Inside the ship there is a small room with a battery. Push the battery in between the resisters. Then, swim back out to the front of the ship and you will see a gearshift and a steering wheel. Tail Whip the steering wheel then the controls. It will reveal the Clacker.

Funky Town

Remotes (Remotes Reg. 10)

1. Collect 100 Fly pick-ups.

Paws

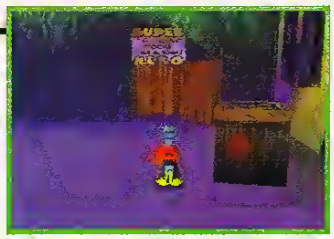
1. There's a paw on the ledge on the right side near the entrance.
2. Look on the ledge on the right side near the exit to the second section.
3. Lizard climb on the red building to get another paw.
4. Lizard climb higher on the red building to get a second paw here.
5. On a spinning crate above the main building.
6. On a spinning crate above the main building.
7. On a spinning crate above the main building.
8. Glide to the top of the tube that forms the entrance to the second area.
9. Glide to the Tremmeloni sign atop the main building.
10. Grab this one on the ladder leading to the space shuttle.

Bonus Coins

1. Behind bars in the sewer section (see right for description).
2. Behind bars in the sewer section.
3. Behind bars in the sewer section.



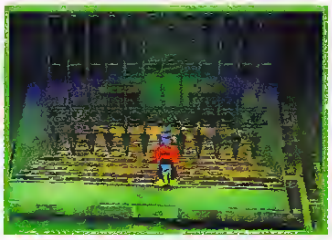
Finding the secret level: The final secret level isn't hidden too well. It's in the back area behind the My Three Goons Level entrance. You can get to it by either using the twirling crates, jumping from the hood of the nearby truck or gliding while wearing the second superhero outfit. Once this has been beaten, you will have access to the giant safe back at Mission Control.



Superhero costumes: By entering the superhero booths you can gain special powers for a limited time.
1. **Super strength:** This allows you to break things like boxes and cars.
2. **Wings:** You can now glide tremendous distances. These are ideal for reaching hard-to-get places.







Opening up the sewer coins: First you must reach the superhero booth that grants you super strength. Use your newfound ability to smash all the trucks and cars in the level. After all the vehicles have been destroyed, a cinema will show the gates opening up. Now you can reach a whole bunch of Bonus Coins and all the crates you have to break open.



Using the Wings: You must turn into the second superhero costume and glide. If you glide to the right of the Superhero Dressing Room, you'll find the superhero dressing room. If you glide to the left around the building you will come across a hidden bonus level tucked away in a nook. Gathering the paws throughout the level can be much easier when you're flying.



Reaching the bonus game: It's easy to miss how to reach the final bonus game. It's up high, much higher than you can jump. The solution to this puzzle rests with the crate that's swinging nearby. Also in the room is a machine gun that you can use to shoot the rope that's suspending the crate. If your aim is good, the crate will crash down, forming a bridge you can use.

Map Key

1. Superhero TV
2. Bonus Game
3. Gangster TV
4. Bonus Game
5. Secret Level
6. Spacestation Rez

Paw

Bonus Coin

Level Entrance

Multiple Endings

Did you find everything? You can get a special ending if you have found all the remotes, Bonus Coins, paws and Clackers. Here are the totals you need:

Remotes:	50
Bonus Coins:	45
Paws:	150
Clackers:	3

What's the extra stuff? If you've collected everything, you get to see all sorts of behind-the-scenes stuff. This has been a tradition since the very first Gex on the 3DO!

Gangster TV: My Three Goons

Remotes (Remotes Req. 22)

1. Burn five bundles of funny money.
2. Destroy five rootbeer barrels.
3. Save Cuz from the mob.
4. Collect 100 Fly pick-ups.

Paws

1. On the first zipper line.
2. In skylight between the two zipper lines.
3. On the second zipper line.
4. On a wooden shaft sticking out of the water.
5. Look for another paw on a different shaft in the water.
6. In the back of a truck next to big building on the left.
7. In the back alley just past the truck with the paw.
8. On the roof behind a locked door. Use fire ability from below to open.
9. Look atop a crate that raises up and down by the boat.
10. Stand on oil drum and let enemy shoot it to launch it to another paw.

Bonus Coins

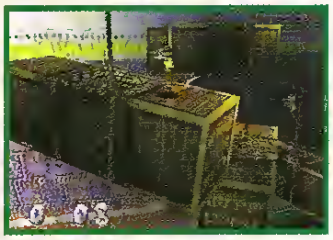
1. Look for one in a sewer vent just off the water.
2. Stand atop one of the oil drums and let the enemy shoot you up to it.
3. This one's on the entrance sign leading to the docks.



Grabbing everything: If you look above the three barrels by the first car, you'll see a Bonus Coin, a paw and a fly. How do you reach them? It's a little tricky. There's a gangster with a machine gun on top of the car. Lead his shots and stand on top of a can. When the can is shot, you'll get popped up to reach these elusive items. Make sure you land on the can before it blows.

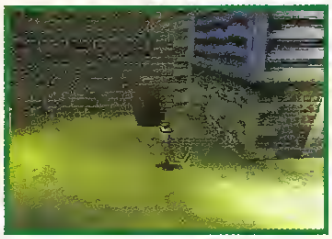


Burning all the money: There are five bundles of counterfeit money to burn. They're pretty easy to find, but toasting the two stacks behind the fence can be a little tricky. You might think you have to climb to the roof and drop down there while you have the fire. That's too tough to do. The key to getting them is to simply breathe the fire through the grating. Much easier, huh?



Reaching Cuz'n in time: Your buddy's being held captive on the ship in a steel cage. To rescue him, you'll need the Fire power-up. Getting there in 19 seconds isn't going to be easy.

First, collect the power-up. Bounce up to the second-to-last crate by using the nearby tire. Make the last few jumps and you should be able to save Cuz before the time runs out.



Where are the five barrels? The five barrels are scattered through the level. Here's where you'll find them:

1. To the right of the first gate.
2. In the middle area next to the papers.
3. After the zipper leading to the docks.
4. Also on the docks.
5. Use the tire on the left side of the docks to jump the last barrel found on the narrow walkway.

Superhero Show: Superzeroes

Remotes (Remotes Req. 26)

1. Defeat the Mad Bomber.
2. Get the three stray cats.
3. Find the five escaped convicts.
4. Collect 100 Fly pick-ups.

Paws

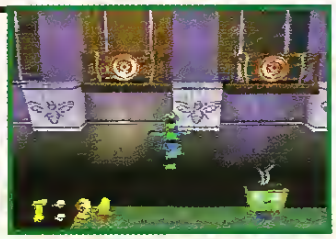
1. Above one of the large fans.
2. On the roof of the red building next to the Bomber's exit.
3. On a building in front of where you get the second costume.
4. In the first safe by the water tower.
5. In the second safe.
6. In the third safe by the Mad Bomber exit.
7. In the fourth safe by the water tower you use to reach the Mad Bomber.
8. In a safe by the third convict.
9. In a safe by the convict exit.
10. Also in a safe by the convict exit.

Bonus Coins

1. On the side of the red building by the second safe.
2. On the yellow climbable glass to the right of the Mad Bomber. Glide to it.
3. On the building to the right of the convict exit.

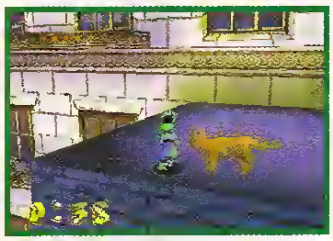


How to reach the convicts? Work your way up the sides of the buildings until you reach a door with wings on it. It will be on the far right. This will give you the power to glide as long as you are in the level. Glide from building to building and capture each felon. If it looks like you're stuck, keep your eyes peeled for what looks like a climbable surface. There's always a way out.



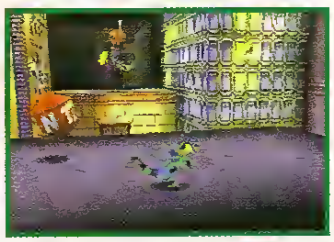
Trouble shooting: You will get to a point where it seems like you cannot go any further. Big concrete barriers will block your path. The solution is to turn into the superstrong hero and break them.

There are three targets and a Fly Box near the start. If you shoot them, they will become platforms that are extremely useful for when you try to get across the large gray building.



Where are the three cats? This will be the first remote you collect for this level. The locations for the cats:

1. On the platform where you shoot the three targets.
2. On the ledge right after the first safe.
3. Right in front on the Gex Calvin Klein billboard, just after the raising platforms. One last word of advice: these cats scratch!



How to kill the Mad Bomber: The bomber will toss explosives at you, much like Evil Santa. However, this time you should let the bomb touch the ground before hitting it. This way you can aim your shot and not get blown up. After you hit him once, he will move to another position. It's best to lure him into throwing the bomb right in front so you can hit it directly back.

Working the Camera -Survival Tips

Getting the Camera Unstuck: If by some strange occurrence the camera gets hung up and won't orient properly, you can fix it easily. All you have to do is hold down the Triangle button until you are in the Look-around Mode. When you come out of it, everything should be back to normal.

Practice the camera rotation: If you're turning a lot, and the automatic camera does not turn as fast as you do. If it did, you'd get really sick! However, if you're in combat with one of the enemies, you'll want see what's going on. Practice holding the Shoulder buttons to turn the camera as you move.

Coping with motion sickness: If you are one of the unfortunate souls who gets sick from 3D games, here's a trick that can make things bearable. Sit back as far from the TV as possible. The closer you get, the more susceptible you are to the jerking and rotation of the game screen.

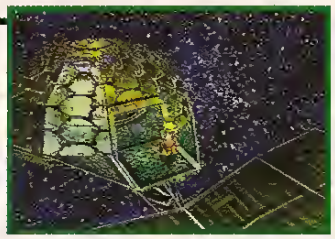
Perspectives: There are two camera perspectives to choose from in the options. Novice will give you a closer view that's ideal for precision movement. Expert pans back a little more, giving you a good idea of your surroundings. This view helps with motion sickness and for finding secret items.

Spacestation Rez: Rez-Raker

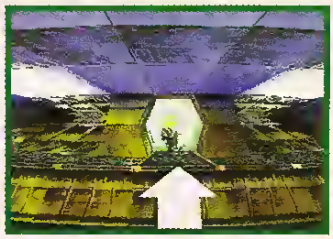
The Last Level: This level is not easy. The first section has you jumping from satellite to satellite. All of them are spinning and tilting, so things are a little tricky. However, Gex has a jetpack that makes it significantly easier. Cross across the satellites until you reach Rez's spacestation.

The Barriers: The door leading to Rez is blocked by a series of forcefields. To deactivate them you must enter the pod-shaped section on each of the solar panels and hit the switch. It may look like you have nowhere to go once you are on the spacestation, but keep in mind there are three elevators, counting the one you ride to the top. It's easy to think you're going backward.

Watch your step: There are many little pitfalls and slats that you have to avoid. Go slowly and make sure you have good footing. You're almost to the end!



Deactivate all three power generators in order to stop the forcefield.

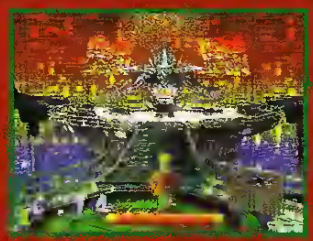


Enter this door to meet the final Boss of the game: Rez!

Final Boss Rez

A simple pattern: Defeating Rez this time around is really no challenge.

1. Tail Whack the TV for a fly that gives you the power to shoot fire. Run forward, because Rez will launch a missile at you. Shoot Rez's chest.
2. Stand on the lip on the circular platform. It's safe on the far edge. He'll claw at you.
3. He'll slam his fists. Start all over again.







Bonus Levels: Breakdown

Level Name	Where Found	Requirements	Description	Code Given
Marsupial Madness	Holiday Broad.	2 Bonus Coins	Ring 10 Bells before time runs out.	10-Up
Gextreme Sports	Clueless	5 Bonus Coins	Whack 5 Snowboarding Elves	10-Up
Gextreme Sports	Tut TV	8 Bonus Coins	Whack 5 Snowboarding Elves	Invulnerable
War & Pieces	Hotdog Hill	11 Bonus Coins	Destroy 10 Rez Tanks.	10-Up
True Grits	Western TV	14 Bonus Coins	Break 10 Chicken Crates.	10-Up
What a Crock!	Buccaneer	17 Bonus Coins	Eat 10 Rubber Duckies.	10-Up
Marsupial Madness	Mythology	20 Bonus Coins	Ring 10 Bells before time runs out.	Invulnerable
True Grits	Fairytale TV	20 Bonus Coins	Break 10 Chicken Crates.	Invulnerable
War & Pieces	Anime	27 Bonus Coins	Destroy 10 Rez Tanks.	Invulnerable
What a Crock!	Superhero	31 Bonus Coins	Eat 10 Rubber Duckies.	Invulnerable
Marsupial Madness	Gangster TV	35 Bonus Coins	Ring 10 Bells before time runs out.	1-Up



True Grits: Mega Easy
Lots of extra time and an easy course makes this one fool-proof!



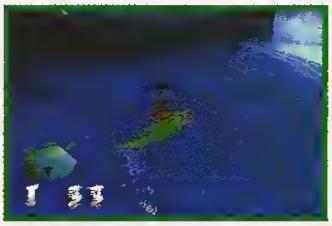
Marsupial Madness: Easy
Remember there are three bells on the first two levels and four on the last.



Gextreme Sports: Moderate
Not too tough if you remember to pick up the extra time under the bridges.



War & Pieces: Moderate
Shoot the targets to open up more sections of the warzone.



What a Crock!: Hard
Memorizing the level is the only advice that one can give here

Objects That Hide Flies: Breakdown

Stuck collecting all 100 Flies on a level? Often the most common items are overlooked when it comes to collecting flies. Almost every enemy contains a fly, as most of the breakable items. If you're coming up short, look here:

1. Christmas Presents	2 Flies	22. Hunter	1 Fly
2. Palm Trees	2 Flies	23. Lawn Chairs	0 Flies
3. HotDog Stands	6 Flies	24. Cobras	3 Fly
4. Warehouse Crates	2 Flies	25. Scorpions	2 Flies
5. Medical Containers	2 Flies	26. Gunslinger	1 Fly
6. Cars & Trucks	3 Flies	27. Vulture	3 Flies
7. Spider Droids (small)	1 Fly	28. Spit Pot	2 Flies
8. Spider Droid (large)	2 Flies	29. Skeleton	2 Flies
9. Sailor Moon Wanna-bes	1 Fly	30. Large Rat	1 Fly
10. Large Mech	1 Fly	31. Snake	0 Flies
11. Assault Droid	1 Fly	32. Harpy	3 Flies
12. Rogue Mech	1 Fly	33. Chickens	1 Fly
13. Ladybug	1 Fly	34. Spiders	0 Flies
14. Gladiator	2 Flies	35. Gangster	1 Fly
15. Elves (snowboarding)	1 Fly	36. Treasure Chest	2 Flies
16. Elves (ice skating)	1 Fly	37. Big Bad Wolf	2 Flies
17. Elves (snowball tossing)	1 Fly	38. Little Pigs	0 Flies
18. Penguin	1 Fly	39. Pigeon	2 Flies
19. Nutcracker	3 Flies	40. Bunnies	2 Flies
20. Mailbox	3 Fly	41. Flying Tvs	0 Flies
21. Stuffed Bear	1 Fly	42. Vase	5 Flies

The Vault: the Secret Codes



Lots of fun stuff: Once you've opened the Vault, you can do some fun things with your game. Here's the latest batch of codes for Gex 3, though it's possible more will appear in the future. Most of these codes cannot be found in-game. The one-liners code is the most entertaining.

Triangle, Circle, Star, Square, Square, X	1-Up
Circle, Triangle, Square, Star, Diamond, Star	Vignette 1
X, Diamond, Star, Triangle, Triangle, Circle	Vignette 2
Diamond, Star, Square, X, Triangle Circle	Vignette 3
Star, X, X, Circle, Square, Triangle	Movie Menu
Square, Diamond, Square, Square, Triangle, Diamond	Play as Cuz'n
Square, Star, Star, Square, Triangle, Triangle	Play as Rex
Square, X, Triangle, Square, Star, Star	Play as the turtle
Square, Diamond, Triangle, Triangle, Star, Diamond	Fill paw icons
Square, X, Circle, Circle, Triangle, Square	10-Up
Square, Star, Triangle, Square, Triangle, Diamond	Invulnerable
Square, Circle, Circle, Triangle, X, X	Level Select
Square, Triangle, X, Star, Square, X	One Liners
Square, Square, Diamond, Circle, X, X	Enable Cheat Menu
Square, Square, Square, Square. Square, Square	Play as Rex

GAME OVER

SILENT HILL

Time to complete:	6 hours
Difficulty:	Moderate
Toughest Boss:	Good Ending Boss
XG rates the endings:	Pretty Good

All Five Endings Revealed!

Believe it or not, there are five variants to the ending in Silent Hill. Two major plot points decide which ending you'll qualify for: whether you meet Kaufman three times (or not) and whether or not you save or kill Cybil

Bad Ending

How do I get it? Kill Cybil and don't meet Kaufman again.



After killing the little girl, she falls over and dies.



Destroyed with grief, Harry collapses after killing his daughter.



Harry dies in a horrible accident, dreaming the entire story.

Bad Ending+

How do I get it? Save Cybil and don't meet Kaufman again.



Cybil confronts Dhalia, and tries to stop her from ruining everything.



Cheryl becomes the enemy and attacks without warning.



Cybil saves you from losing your mind and your body.

Good Ending

How do I get it? Kill Cybil but meet Kaufman.



Kaufman throws a vial of liquid at Cheryl, and she morphs into this...



After killing the bird-monster, Cheryl gives the baby to Harry.



Harry takes the baby and runs for safety.

Good Ending+

How do I get it? Save Cybil and meet Kaufman.



Kaufman prepares to throw the vial at Cheryl.



Cheryl gives the baby to Harry, and points the way out.



Cybil and Harry make it to freedom with the baby.

UFO Ending?

How do I get it?
Use the Channeling Stone in five specific places:
1.) Roof of the school
2.) Outside of hospital before fighting giant insect Boss.
3.) Outside of the apartments in the resort area.
4.) In the boat
5.) On top of the lighthouse.



Use the Stone to call the mysterious aliens...



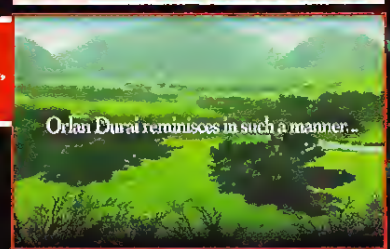
Aliens are responding from the call through the C. Stone.



The aliens get stoked by Harry's actions and kill him.

GUESS THE GAME ENDING AND WIN!

Clue: Triangles, circles...





The contest was way too easy last month, so now we're "keepin' it real." It's a bit tougher, but nothing that an *Expert Gamer* shouldn't be able to guess. Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than May 20, 1999! Send entries to Game Over #59 c/o *Expert Gamer*, P.O. Box 333B, Oak Brook, IL 60522-3338.

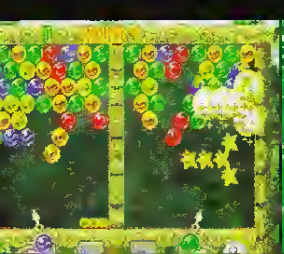
Sweepstakes Rules: 1. **No Purchase Necessary:** To enter, identify the game from the screen shot provided and mail your answer on a standard-size postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #59" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be hand-written. Mechanically reproduced entries will not be accepted. Entries must be received by May 20, 1999. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.
2. **Prizes:** 3 Grand Prizes. Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value $20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis whose decisions are final. Drawing to be held on or about June 1, 1999. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada, void in Quebec. Void in compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither ZD Inc., nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prize(s). Winner further acknowledges that ZD Inc. has neither made nor are in any manner responsible or liable for any warranty, representation or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.
5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope to "Game Over Sweepstakes: Issue #59 Winners List" P.O. Box 3336, Oak Brook, IL 60522-3338. Requests for winners lists must be received by June 15, 1999. Allow four weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.

On Sale Everywhere

Official U.S. PlayStation Magazine

THE ONLY MAGAZINE WITH A PLAYABLE DEMO DISC EACH ISSUE!

NEXT MONTH: R4: Ridge Racer Type 4,
Bust-A-Move, Elmo's Letter Adventure, NFL Blitz, Abe's Exoddus,
Bloody Roar 2, Star Ocean, MLB 2000, Jade Cocoon, Tony Hawk Skateboarding







Next Month

All editorial content subject to change.

EXPERT GAMER

Feature Story



June 1999

On sale date May 25

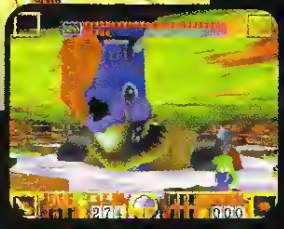
You've seen the movie, now learn how to drive a pod. In *Expert Gamer's* June issue, acquire the know-how on Racer, one of the first games based on *Stor Wors: Episode One*.

In this issue, *XG* provided a Quick Hit on Goemon. In the June issue, we'll blow this game out with a comprehensive guide including detailed maps, item locations, Boss strategies and more.

And don't miss out on the Bloody Roar 2 guide, which will contain all the moves on each of the animal-morphing characters.



BR2 is back with special beast overdrive moves!



More detailed Goemon Boss tips will be provided in the next issue of *XG*.



ELECTRONIC GAMING MONTHLY

Feature Story

June 1999

On sale date May 11

In the next issue of *Electronic Gaming Monthly*, we'll bust out Gran Turismo 2 in a comprehensive 10-page feature. With more than 400 vehicles and a load of new tracks, there will be plenty to talk about. Also, a sneak peek at the games of E3 '99.



The Review Crew will finally have a chance to bust open 989 Sports' MLB 2000.

Official U.S. PlayStation Magazine

Feature Story



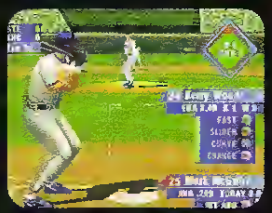
June 1999

On sale date May 18

In the next issue of the *Official U.S. PlayStation Magazine* check out our review of the latest retro-game, Centipede, in addition to Baseball 2000, MLB 2000, Big Bass with Blue Marlin and Monaco Grand Prix.

We'll also have previews of Xena Warrior Princess, Jet Moto 3 and the sequel to PaRappa the Rapper, UmJammer Lammy!

Plus, we'll get you through Gex 3: Deep Cover Gecko with our complete walk-through. And on the disc, Bust-A-Move 4, R4: Ridge Racer Type 4, NFL Blitz, Abe's Exoddus, Elmo's Letter Adventure will all be playable.



Check out a few baseball titles that will soon hit the PS.



989 Studios is hard at work on its adventure game Xena: Warrior Princess. Check out our in-depth preview.

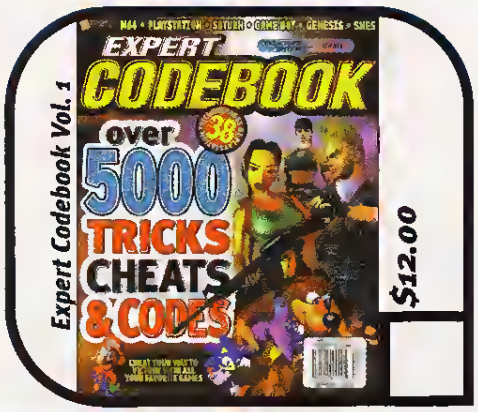
DON'T MISS OUR 10TH ANNIVERSARY

ELECTRONIC GAMING MONTHLY™

ON SALE JUNE 8

Find one for sure at: Software Etc., Babbages, K mart, Wal-Mart, Electronics Boutique, Waldenbooks, Target, Borders, Crown Books, Barnes & Noble

Are You Missing SOMETHING?





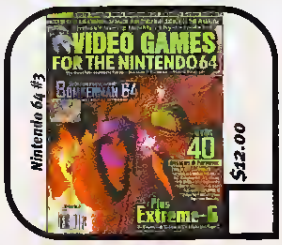










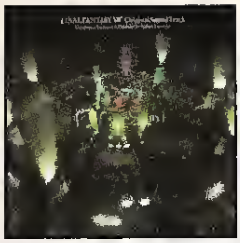






TO ORDER: **Check Your Mag!**

Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to Ziff-Davis for the amount indicated for each magazine plus shipping and handling—add **$3 for US and Canada and $5 for foreign orders**—in U.S. funds only for **each magazine ordered!** Orders should be mailed to: **Ziff-Davis Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338**



Final Fantasy VII OST (4CD set)
SSCX10004

Serious Music for Serious Gamers

Game Music Online



Final Fantasy VII Reunion Tracks
SSCX10012

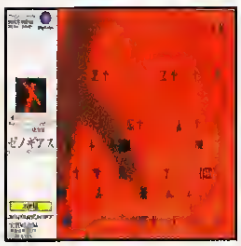


Dracula X Original Soundtrack
KICA7760

www.gamemusic.com



Meal Gear Solid Original Soundtrack
KICA7895



Xenogears OST (2CD set)
SSCX10013



Bio Hazard 2 OST
CPCA1001



Final Fantasy VI OSV (3CD set)
PSCN5001



Very Best of Ys
KICA1220



Final Fantasy Tactics OST (2CD set)
SSCX10008

If you don t have Internet access please call our toll-free number at 1-800-979-9869. Outside of US please call 1-626-575-0673. Phone hours are Monday - Friday 9 - 5 Pacific Time. We accept Visa/MasterCard/AMEX.
All trademarks are the properties of their respective owners. Game Music Online - 3776 Rockwell Ave. El Monte, CA 91731. E-Mail: gmo@gamemusic.com. Fax: 1-626-575-0879. Sorry, our office is not opened to public.

It's All You Need To Know

VIDEOGAMES SM .COM

ELECTRONIC GAMING MONTHLY™

EXPERT GAMER™

Official U.S. PlayStation Magazine

GAMESPOT SM

ZD ZIFF-DAVIS a SOFTBANK company

www.videogames.com

Here's what readers are saying about

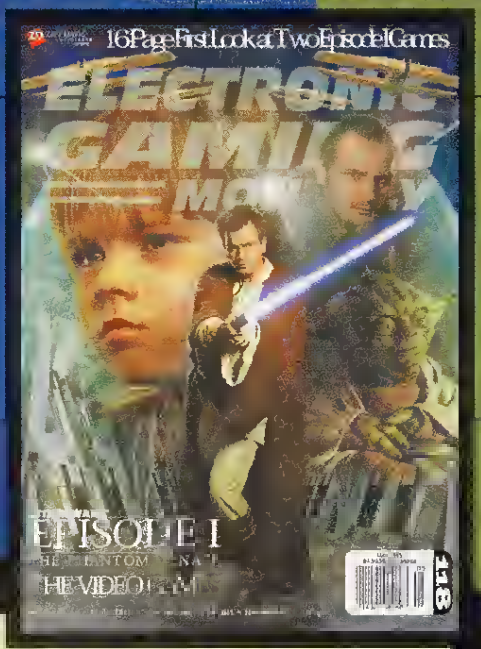
ELECTRONIC GAMING MONTHLY...

You guys really have the **most in-depth** and **non-biased magazine around...**

Hubert Si-liang Luk
n9820263@cc.wwu.edu

... you guys rock!!!

Erin Murray
Amherst NH



- Multiperson Reviews!
- The First with Big Gaming News!
- The Latest Gaming Gossip!
- Exclusive Previews!
- Cool Tricks for all Game Systems!

Subscribe Today or Buy it on Newsstands! But Get It. Get It?

FuncoLand SuperStore

1000's More Titles Available!

Want Something? Can't Find It?

WE'VE GOT IT!

We Sell Previously Played Video Games, Decks & Accessories at Great Prices.

We also Sell New Products!

612-946-8103

Nintendo

Bubble Bobble	$13
Contra	$11
Excitebike	$5
Hogans Alley	$5
Kung Fu	$4
Mega Man	$18
Operation Wolf	$1
Pacman	$18
Super Mario 3	$3
Tecmo Bowl	$6
Wheel of Fortune	$6
Yoshis Cookie	$5
Zelda 2	$8





PlayStation

Cool Boarders	$19
Crash Bandicoot	$19
Destruction Derby	$18
Doom	$19
Gex Enter Gecko	$29
Grenstream Saga	$19
Jet Moto 2	$19
John Madden 98	$15
Legacy Of Kain	$19
Mlb 99	$29
Moto Racer	$19
Nba Live 98	$19
Nfl Gameday	$6
Need For Speed 2	$26
Odd World	$25
Tomb Raider 2	$26

SNES



Aerobiz	$18
Donkey Kong Cty	$15
Griffey Baseball	$15
Home Alone	$5
Lion King	$15
Mario Kart	$18
NBA Jam	$5
Nhl Hockey 97	$18
PGA Golf	$15
Rom 3 Kings 2	$15
Sup Mario All Stars	$15
TMNT 4	$11
WWF Raw	$19
X-Men	$11
Yoshi's Island	$25

Nintendo64

Cruis n USA	$35
Doom 64	$26
Griffeys Baseball	$35
Killer Instinct Gold	$26
Mission Impossible	$39
Mortal Kombat Tri	$25
Nba Courtside	$29
Pilotwings 64	$29
Quake	$35
Star Fox 64	$25
Star Wars Shadows	$25
Super Mario 64	$29
Turok	$29
Wave Race 64	$29
WCW/NWO	$29

GameBoy



Alleyway	$12
Baseball	$7
Dr Mario	$13
Fortress of Fear	$6
In Your Face	$6
John Madden 96	$18
Jurassic Park	$15
Kirbys Dreamland	$17
Metroid 2	$11
NBA Jam	$17
Pipe Dream	$8
Super Mario Land 3	$18
Tetris	$11
TMNT	$9
Zelda Link	$19



Game Gear

SEGA

Saturn

Also Available

We Accept: DISCOVER VISA MasterCard

Online Ordering!!
For the Hottest Tips & The Hottest Games at the Hottest Prices
Check us out!
http://www.funcoland.com

To purchase Call for Current Prices send check money order or credit card number to Funco Inc. 10120 West 76th Street Mpls. MN 55344 Add $1.99 per item ($3.99 per control deck) for shipping and $4.00 handling charge For Canada Guam Puerto Rico and Virgin Islands please double the per item charges Please call for all other international orders CA CT IL IN KS MA MD MI MN MO NJ NY OH PA RI TX VA WA & WI residents please add applicable sales tax All prices based on US funds Most games delivered within 7-10 business days Generally games don't come with boxes or manuals We are sorry but we can't accept requests for them Rush delivery is available All sales are final Defectives replaced with same item All prices are subject to change We reserve the right to refuse any purchase or sale WQ

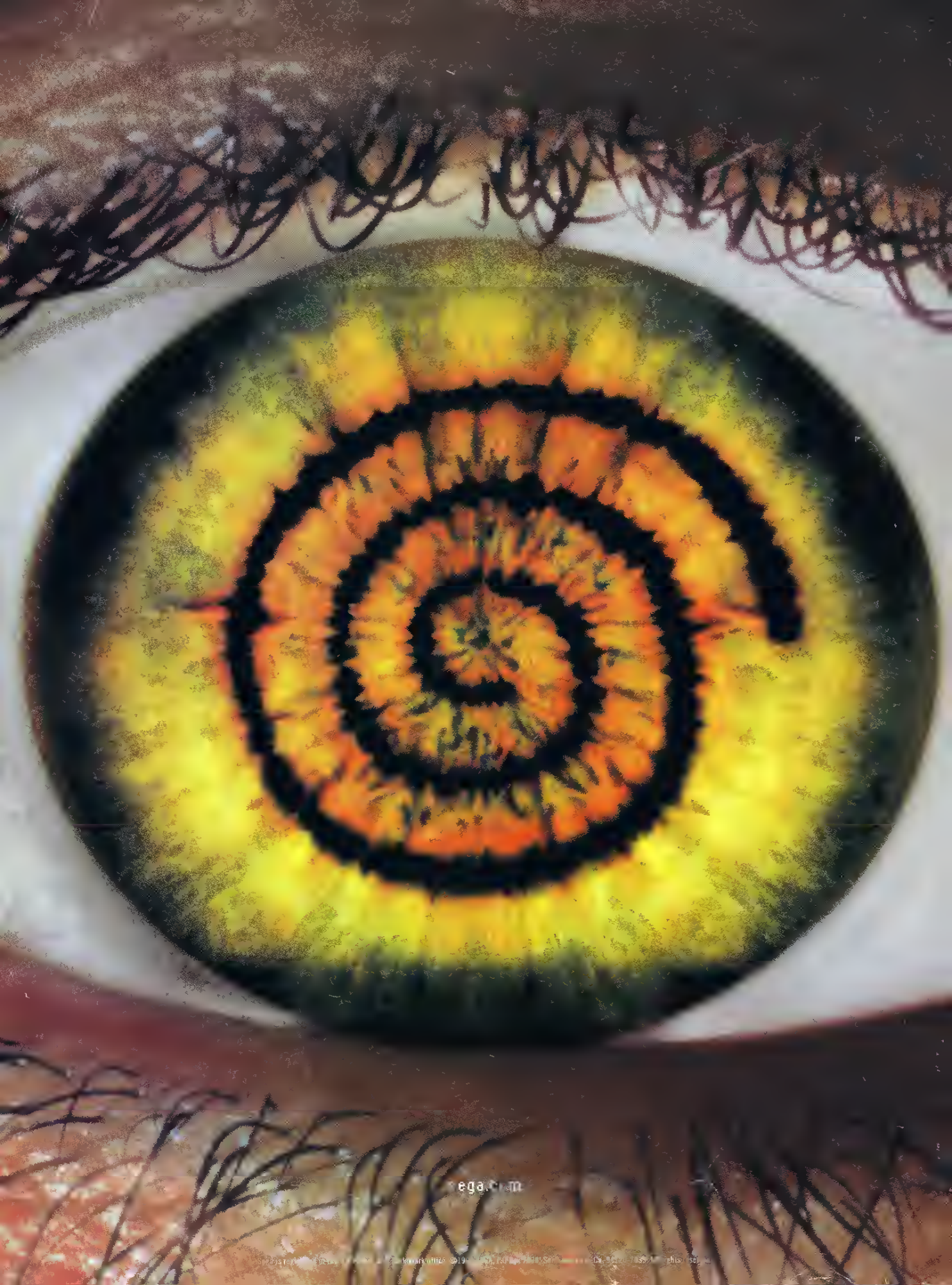
All Games Come With a 90 Day Warranty!
ONE YEAR Warranties are Available
Hours: Mon-Fri 9:00am to 7:00pm Central

612-946-8103



INTERACT
Obtain the latest codes from www.gameshark.com • 1 900 773 SHARK (Call costs $1.29/minute. You must be 18 years of age or have parent's permission.) Dangerous Waters Newsletter (For info call 410 785.5661) • Gaming Mags
©1998 InterAct Accessories, Inc. A RECOTON COMPANY. All rights reserved


I SEE YOU
gameshark
For ures, traps, boit. Counting back fr 100 with eyes cl dlin in
b staking out the joint. Make those in iding come to you. With meSh rk
game enhancer, hidden characters are yours for the pl n . u want to
fina them, be them, you got it. You want to be fastest, richest, immortal, you got
that too. This is the real thing. The King. Nothing else gives you such power.
It's time to take care of business. Coming soon, GameShark Pro for PlayStation
with built-in Code Generator and V-Mem Virtual Memory Cards. Create your
own codes without a PC. Come out, come out, wherever you are.
ABUSE
THE
POWER™
playstotion nintendo 64 windows 95/98 game boy pocket™/game boy sega soturn™



RetroMags

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

